

```
#task 1
import math
result1=sum([.1, .1, .1, .1, .1, .1, .1, .1, .1, .1])
result2=math.fsum([.1, .1, .1, .1, .1, .1, .1, .1, .1, .1])
print(result1,"\n", result2)
'''
#0.9999999999999999
#1.0
```

the reason the results are different is because python stores the value of .1 as a different number, while in math.fsum trys to get us the closest exact mathimatical sum representing number.

```
'''
```

```
#task 2
def task2() :
    for i in range (8) :
        print(i, end = ' ')
print(task2())
'''
# 0 1 2 3 4 5 6 7 None
the reason why the end says none is because the letter i
has already exceeded the range and can no longer increment in the range
'''
```

```
#task 3
#3a
def fun (x = 1, y = 2, z):
    z = x + y
    y += 1
    return z*y

fun(3,z=5)
'''
#when making function, without defining z, the program calls a syntax error.
#I believe any undefined variable has to be put in the beggining of the function
# parameters and not following other defined variables
'''
#3b
def hoho (x, y = 2, z=1):
    z = x + z
    y += 1
    return z*y

print(hoho(5))
#no error- 18
print(hoho(6,z=3,y=1))
#no error- 18
```

```
#task 4
'''
def main () :
    z, y = 3, 4
    swap(x,y)
    print(x,y)
```

```

def swap(a, b):
    a, b = b, a

#x is not defined, replaced z with x
#main not called
#took out swap method and just returned value in reverse
#inorder to save the swap, you have to re define x and y to the new values
#revised below

...

def main (x,y) :
    x,y= swap(x,y)
    print(x,y)

def swap(a, b):
    return(b,a)

main(1,2)
main(4,6)
"""
#2 1
#6 4
"""

#task 5
a, b = 0, 5          #global
def main() :
    global a, b      #global
    i = 10           #only in main
    b = g(i)         #b in main
    print(a+b+i)
def f(i) :
    n=0              #n only in f()
    while n*n <= i:  #i is local
        n = n + 1
    return n-1
def g(a) :
    b=0              #b only in g()
    for n in range(a): #n only in g()
        i = f(n)     #i only in g()
        b = b+i      #b only in g()
    return b         #return in full loop, exits function before next loop

#potential answer '10'
main()
#real answer '10'

```