

Name _____ Period _____

Skill 3.1 Exercise 1

You want to create a number guessing game. When the game loads, a secret number will be generated. Then the user will be provided 5 guesses to identify the number. What variables would you need to store the necessary data for the game?

Skill 3.2 Exercise 1

Indicate whether each of the following variable declarations are legal or illegal. If the declaration is illegal, indicate why.

code	legal/illegal	If illegal, indicate why
<code>class = 2</code>		
<code>python-script = 2</code>		
<code>2name = 5</code>		
<code>string = 10</code> <code>10 = myVar</code>		
<code>computer_science = 2</code>		

Skill 3.3 Exercise 1

For each of the following indicate what is printed as the output. If an error occurs, indicate the error.

Code	Output
<code>x = 10</code> <code>x</code> <code>y = x</code> <code>x = y</code> <code>print(y)</code>	
<code>x = y = z = 5</code> <code>print(x)</code> <code>print(y)</code> <code>print(z)</code>	
<code>a = 5</code> <code>b = 10</code> <code>c = a</code> <code>a = b</code> <code>b = c</code> <code>print(a)</code> <code>print(b)</code> <code>print(B)</code>	

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Skill 3.4 Exercise 1

Indicate what is printed for each of the following. If an error occurs, indicate the error and why.

```
x = 2
y = 3
z = x + y
x = x + z
print(x+1)
```

```
x = 1
y = 5
z = x - y
x = x - z
print(x-1)
```

```
x = 2
y = 3
z = x ** y
x = x * z
print(x*2)
```

```
x = 9
y = 3
z = x/y
x = x/z
print(x/3)
```

```
x = 11
y = 3
z = x%y
x = x%z
print(x%2)
```

Skill 3.5 Exercise 1

Indicate the variable type printed for each statement

```
print(3.14)
```

```
print(2)
```

```
print(5.00+5)
```

```
print(-8*2)
```

```
print(10/5)
```

```
print(-22345)
```

```
print( "5")
```

```
print( "6.0")
```

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Skill 3.6 Exercise 1

Assign the string below to a variable called *to_you*, then print the result.

Stranger, if you passing meet me and desire to speak to me, why
should you not speak to me?
And why should I not speak to you?

Skill 3.7 Exercise 1

Write code to prompt a user for 3 pieces of information. Concatenate the pieces of information into a new variable called *result*, then print *result*.

Skill 3.8 Exercise 1

Indicate what is printed

Code	Output
<pre>x = 1 x += 8 print(-x)</pre>	
<pre>y = 11 d = 2 y -= 3+d print(y)</pre>	
<pre>z = 3 i = 2 z *= 5+i print(z)</pre>	
<pre>w = 15 y = 1 w /= 3+y print(w)</pre>	
<pre>z = 15 y = 1 z %= 3+y print(-z)</pre>	
<pre>x = "It's going to be a" x += " " x += "great" x += " " x += "day!"</pre>	

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Skill 3.9 Exercise 1	
For each of the following, indicate the output. If an error occurs indicate the error and why.	
<pre>print(int(5/2))</pre>	
<pre>x = 10 y = 2 print(x/y)</pre>	
<pre>x = 10 y = 2 print(int(x/y))</pre>	
<pre>x = 10 y = 2 b = "5" print(x + y + b)</pre>	
<pre>x = 10 y = 2 z = 3 print(x + y + str(z))</pre>	
<pre>x = 10 y = 2 b = "5" print(x + y + int(b))</pre>	
<pre>x = 10 y = 2 a = "five" print(x + y + int(a))</pre>	