

Name _____

Period _____

Skill 5.1 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 5.2 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 5.3 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 x y = x x = y print(y)</code> | |
| <code>x = y = z = 5 print(x) print(y) print(z)</code> | |
| <code>a = 5 b = 10 c = a a = b b = c print(a) print(b) print(B)</code> | |

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| Skill 5.4 Exercise 1 | |
|---|--|
| Indicate what is printed for each of the following. If an error occurs, indicate the error and why. | |
| <pre>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)</pre> | |
| <pre>x = 2 y = 3 z = x ** y x = x * z print(x*2)</pre> | |
| <pre>x = 9 y = 3 z = x/y x = x/z print(x/3)</pre> | |
| <pre>x = 11 y = 3 z = x%y x = x%z print(x%2)</pre> | |

| Skill 5.5 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 5.6 Exercise 1Assign 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 5.7 Exercise 1Write 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 5.8 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 5.9 Exercise 1 | |
|--|--|
| For each of the following, indicate the output. If an error occurs indicate the error and why. | |
| print(int(5/2)) | |
| x = 10 y = 2 print(x/y) | |
| x = 10 y = 2 print(int(x/y)) | |
| x = 10 y = 2 b = "5" print(x + y + b) | |
| x = 10 y = 2 z = 3 print(x + y + str(z)) | |
| x = 10 y = 2 b = "5" print(x + y + int(b)) | |
| x = 10 y = 2 a = "five" print(x + y + int(a)) | |