

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 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 3.4 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 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 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 3.7 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 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.	
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))	