Computer Science Quiz:

Variables

1) What are the two parts of a variable?

A. stem and leaf

B. name and value

C. player and coach

D. function and object

2) Write code to create a variable named centipede\_legs and put the value 100 in the variable.

3) Write code to create a variable named lab and put the value "Buck's lab" in the variable.

4) What does the following program print?

day = "Wed"

day = "Thur"

print(day)

A. Wed

B. Thur

C. day

D. error

5) How is the equals sign in math related to the equals sign in programming?

A. In programming the order matters.

B. In math the order does not matter.

C. In programming the equals sign changes the value of a variable.

D. In math the equals sign doesn't change anything. It's just a statement of fact.

OPTIONS:

I. A and B are true.

II. A C and D are true.

III. B and D are true.

IV. All ABCD are true.

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

6) Variable names should be short and descriptive. Suppose you're writing a computer game. You need a variable to store the height that the player can jump. Which of the following is the best variable name?

A. h

B. height

C. jump\_height

D. height\_that\_the\_player\_can\_jump

7) Variables have to be assigned a value before they can be used in a program. Which of the following programs will throw an error? Circle all correct answers.

A. count = 7

B. count = total - 4

C. count values + 1

D. count

8) Does the program throw an error? If not, what does it print?

a = "hello"

b = "python"

print("a")

print(b)

9) Does the program throw an error? If not, what does it print?

x = 1

y = 1

y = x+7

x = x+y

print(y)

print(x)

A. It prints C. It prints

1 8

1 2

B. It prints D. It prints

7 8

2 9