Introduction To Python – Quiz 6

Q1) You use the keyword "func" to make new functions in Python, like this:  
  
func hello(name):  
    print("Hello there", name)

1. True
2. False

Q2) What will print out when this program runs?

def squaresAndCubes(number):

    square = number \* number

    cube = number \* number \* number

    return (square, cube)

square, cube = squaresAndCubes(5)

print("Square:", square)

print("Cube:", cube)

1. Square: 25  
   Cube: 125
2. Square: 25  
   Cube: 25
3. Square: 125  
   Cube: 25
4. This is an error, functions can only return **one** thing

Q3) Why do we use functions? (choose 3)

1. To make our code easier to read
2. To make our programs run faster
3. To avoid writing the same code over and over
4. To make our programs easier to update and change

Q4) We have a drawing program that opens a 400x300 pixel window on our computer. Connect each line of code to the shape it will draw.

|  |  |  |
| --- | --- | --- |
| *pygame.draw.line(DISPLAYSURF, BLUE, (120, 60), (60, 120))* |  |  |
| *pygame.draw.ellipse(DISPLAYSURF, RED, (300, 200, 40, 80), 1)* |  |  |
| *pygame.draw.circle(DISPLAYSURF, BLUE, (300, 50), 20, 0)* |  |  |

Q5) Match each color to the PyGame code for that color.

|  |  |  |
| --- | --- | --- |
| Red |  | (0, 0, 255) |
| Green |  | (255, 0, 0) |
| Blue |  | (0, 255, 0) |

Q6) The codes to make BLACK and WHITE are:

BLACK = (0, 0, 0)

WHITE = (255, 255, 255)

1. True
2. False