Introduction To Python – Quiz 8

Q1) How can you keep your programs easy to read, even when they are long?

1. Use lots of global variables
2. Use shorter variable names
3. Only write simple code
4. Break the code into functions

Q2) Changing the FPS (Frames Per Second) variable from 30 to 15 will make your game program run **twice as fast**.

1. True
2. False

Q3) In PyGame, the code for the "a" key on the keyboard is **K\_a**

1. True
2. False

Q4) This is the correct way to find out where the mouse is on the screen:

if event.type == MOUSEMOTION:

    mouse\_x, mouse\_y = event.pos

1. True
2. False

Q5) Why do we use PyGame's ***pygame.event.get()***to check if someone pressed a key, instead of just using ***input()***?

1. Because input() makes us wait until the user finishes typing to get a result
2. Because you can't use input() when you are using the PyGame module in your Python program
3. Because input() cannot read just one letter at a time like PyGame can
4. Because input() doesn't work with the arrow keys

Q6) Which of these things are examples of important **programming patterns** we have studied in this class? Choose **3** answers.

1. Using global variables
2. Repeating things with loops
3. Breaking big programs into small ones with functions
4. Typing "python" into the terminal window
5. Organizing data with lists and dictionaries

Q7) What are some important concepts (概念) you learned in this class? What challenges do you hope you can solve with programming? What would you like to write for your next program?