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Câu 4:

Exercise 4: What is the purpose of the “def” keyword in Python?

a) It is slang that means “the following code is really cool”
b) It indicates the start of a function
c) It indicates that the following indented section of code is to be stored for later
d) b and c are both true
e) None of the above

Câu trả lời là **d) b and c are both true.**

Câu 5:

Exercise 5: What will the following Python program print out?

4.14. EXERCISES

```
def fred():
    print("Zap")

def jane():
    print("ABC")

jane()
fred()
jane()
```

a) Zap ABC jane fred jane
b) Zap ABC Zap
c) ABC Zap jane
d) ABC Zap ABC
e) Zap Zap Zap

Câu trả lời là **d) ABC Zap ABC**

Câu 6:

Exercise 6: Rewrite your pay computation with time-and-a-half for overtime and create a function called `computepay` which takes two parameters (`hours` and `rate`).

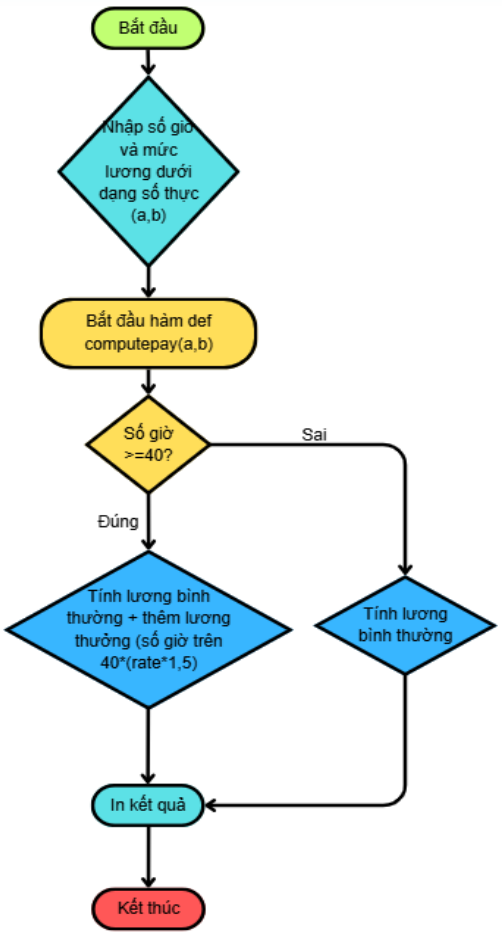
```
Enter Hours: 45
Enter Rate: 10
Pay: 475.0
```

Câu trả lời:

```
def computepay(a, b):
    c = (a-40)*(b*1.5)
    if a<=40:
        print('Pay: ',a*b)
    else:
        print('Pay:', 40*b+c)
a=int(input('Enter Hours:'))
b=int(input('Enter Rate:'))
print('Enter Hours: ',a)
print('Enter Rate: ',b)

computepay(a, b)
```

```
[41]
...  Enter Hours:  45
     Enter Rate:  10
     Pay: 475.0
```



Câu 7:

Exercise 7: Rewrite the grade program from the previous chapter using a function called `computegrade` that takes a score as its parameter and returns a grade as a string.

```
Score   Grade
> 0.9     A
> 0.8     B
> 0.7     C
> 0.6     D
<= 0.6    F

Program Execution:

Enter score: 0.95
A

Enter score: perfect
Bad score

Enter score: 10.0
Bad score

Enter score: 0.75
C

Enter score: 0.5
F
```

Run the program repeatedly to test the various different values for input.

Câu trả lời:

```
def computegrade(a):
    if a < 0 or a >1.0:
        return('Bad score')
    elif a > 0.9:
        return('A')
    elif a > 0.8:
        return('B')
    elif a > 0.7:
        return('C')
    elif a > 0.6:
        return('D')
    else:
        return('F')

try:
    a=float(input())
    print('Enter Score: ',a)
    print(computegrade(a))
except ValueError:
    print('Error')
```

✓ 4.3s

```
Enter Score:  10.0
Bad score
```

```
def computegrade(a):
    if a < 0 or a >1.0:
        return('Bad score')
    elif a > 0.9:
        return('A')
    elif a > 0.8:
        return('B')
    elif a > 0.7:
        return('C')
    elif a > 0.6:
        return('D')
    else:
        return('F')

try:
    a=float(input())
    print('Enter Score: ',a)
    print(computegrade(a))
except ValueError:
    print('Error')
```

1] ✓ 5.1s

```
Error
```

```python
def computegrade(a):
    if a < 0 or a >1.0:
        return('Bad score')
    elif a > 0.9:
        return('A')
    elif a > 0.8:
        return('B')
    elif a > 0.7:
        return('C')
    elif a > 0.6:
        return('D')
    else:
        return('F')

try:
    a=float(input())
    print('Enter Score: ',a)
    print(computegrade(a))
except ValueError:
    print('Error')
```

3] ✓ 2.8s

```
Enter Score:  0.91
A
```

```
def computegrade(a):
    if a < 0 or a >1.0:
        return('Bad score')
    elif a > 0.9:
        return('A')
    elif a > 0.8:
        return('B')
    elif a > 0.7:
        return('C')
    elif a > 0.6:
        return('D')
    else:
        return('F')

try:
    a=float(input())
    print('Enter Score: ',a)
    print(computegrade(a))
except ValueError:
    print('Error')
```

✓ 3.9s

```
Enter Score:  0.89
B
```

```python
def computegrade(a):
    if a < 0 or a >1.0:
        return('Bad score')
    elif a > 0.9:
        return('A')
    elif a > 0.8:
        return('B')
    elif a > 0.7:
        return('C')
    elif a > 0.6:
        return('D')
    else:
        return('F')

try:
    a=float(input())
    print('Enter Score: ',a)
    print(computegrade(a))
except ValueError:
    print('Error')
```

5] ✓ 3.9s

```
Enter Score:  0.75
C
```

```
def computegrade(a):
    if a < 0 or a >1.0:
        return('Bad score')
    elif a > 0.9:
        return('A')
    elif a > 0.8:
        return('B')
    elif a > 0.7:
        return('C')
    elif a > 0.6:
        return('D')
    else:
        return('F')

try:
    a=float(input())
    print('Enter Score: ',a)
    print(computegrade(a))
except ValueError:
    print('Error')
```

✓ 3.1s

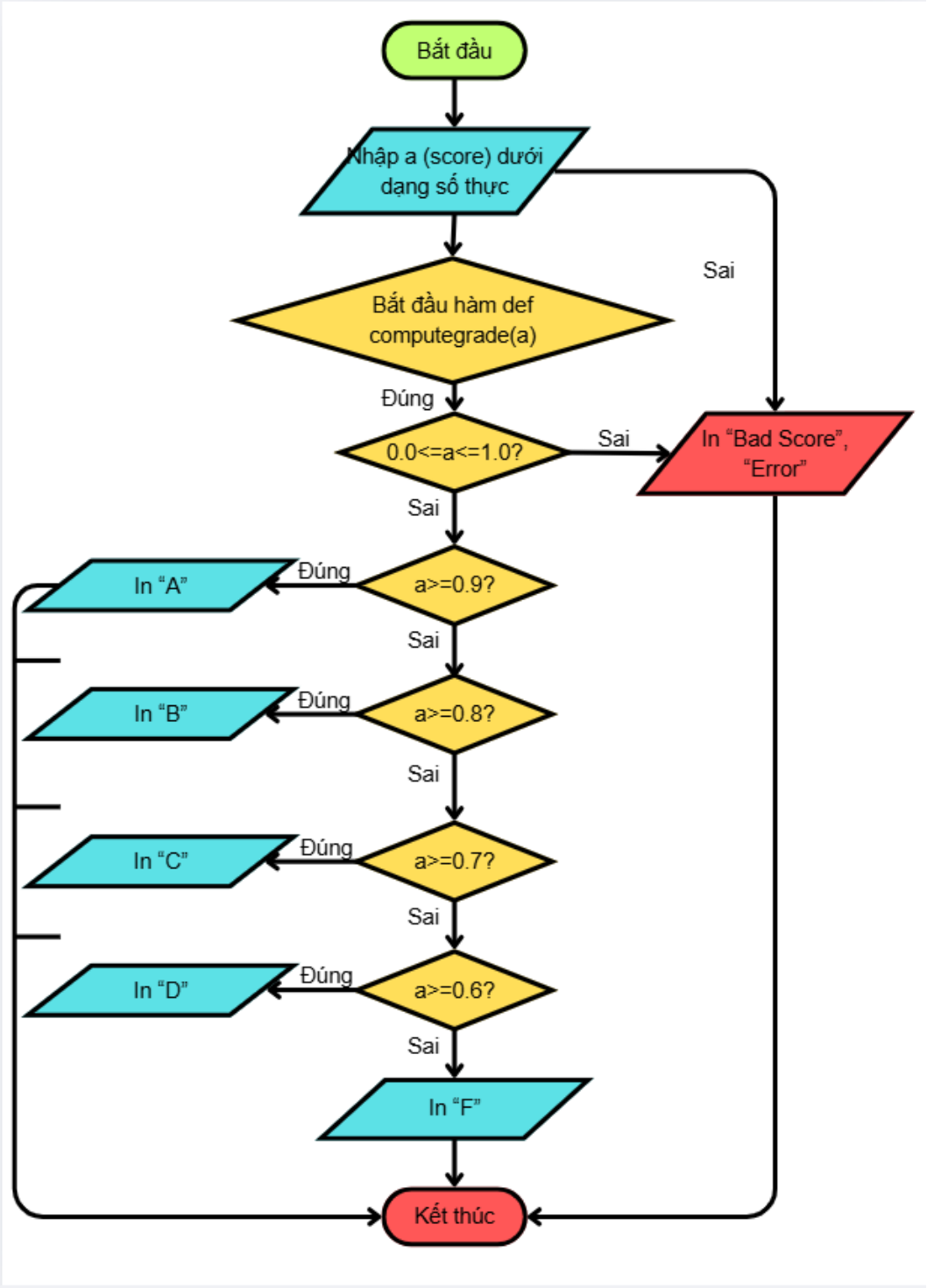
```
Enter Score:  0.65
D
```

```
def computegrade(a):
    if a < 0 or a >1.0:
        return('Bad score')
    elif a > 0.9:
        return('A')
    elif a > 0.8:
        return('B')
    elif a > 0.7:
        return('C')
    elif a > 0.6:
        return('D')
    else:
        return('F')

try:
    a=float(input())
    print('Enter Score: ',a)
    print(computegrade(a))
except ValueError:
    print('Error')
```

✓ 4.9s

```
Enter Score:  0.55
F
```



Lưu đồ giải thuật