

Feedback — Quiz 3a

[Help Center](#)

Thank you. Your submission for this quiz was received.

You submitted this quiz on Tue 2 Feb 2016 2:33 PM PST. You got a score of 100.00 out of 100.00.

Question 1

What Python operator takes two strings (e.g., "sun" and "rise") and forms the combination of these two strings, one followed by the other (e.g., "sunrise")?

Your Answer	Score	Explanation
<input checked="" type="radio"/> +	✓ 10.00	
<input type="radio"/> concat		
<input type="radio"/> concatenate		
<input type="radio"/> append		
<input type="radio"/> *		
Total	10.00 / 10.00	

Question 2

What does the draw handler parameter represent?

If you've forgotten, refer to the [documentation](#).

Your Answer	Score	Explanation
<input type="radio"/> Nothing — it doesn't have a parameter		
<input type="radio"/> The frame		
<input checked="" type="radio"/> The canvas	✓ 10.00	

☐ The location of the object to be drawn

☐ The object to be drawn

Total

10.00 / 10.00

Question 3

What happens if you draw text outside the canvas coordinates?

Try it in CodeSkulptor.

Your Answer	Score	Explanation
<input type="radio"/> The text coordinates are implicitly “wrapped” around using modular arithmetic, so that the text appears on the canvas		
<input type="radio"/> The text appears in the frame, but some or all of the text is shown outside the canvas area.		
<input checked="" type="radio"/> Some or none of the text is shown. Conceptually, the text is drawn at whatever coordinates are given, but only whatever text fits within the canvas coordinates is shown.	✓ 10.00	
<input type="radio"/> Causes an error		
Total	10.00 / 10.00	

Question 4

Assume we have a canvas that is 200 pixels wide and 300 pixels high. We want to draw a green line between the upper left corner of the canvas and the lower right corner of the canvas. Which of the following calls will accomplish this?

Try the code in CodeSkulptor.

Your Answer	Score	Explanation
<input type="checkbox"/> <code>canvas.draw_line((300, 0), (0, 200), 10, "Green")</code>	✓ 1.00	

☐ `canvas.draw_line((0, 0), (300, 200), 10, "Green")` ✓ 1.00

☒ `canvas.draw_line((0, 0), (200, 300), 10, "Green")` ✓ 8.00

Total 10.00 / 10.00

Question Explanation

A common mistake on this problem is to use a frame that is the same size as the default CodeSkuptor demo (300 pixels wide and 200 pixels high).

Question 5

Consider the following function definition.

```
def date(month, day):  
    """  
    Given numbers month and day, returns a string of the form '2/12',  
    with the month followed by the day.  
    """  
    return month + "/" + day  
  
print date(2, 12)
```

This definition leads to an error. To fix it, what Python expression should replace the question marks below?

```
def date(month, day):  
    """  
    Given numbers month and day, returns a string of the form '2/12',  
    with the month followed by the day.  
    """  
    return ???  
  
print date(2, 12)
```

Your Answer

Score

Explanation

☐ `string(month / day)`

☐ `string(month + "/" + day)`

☐ `str(month + "/" + day)`

☐ `string(month) + "/" + string(day)`

<input checked="" type="radio"/> <code>str(month) + "/" + str(day)</code>	✓	10.00
<input type="radio"/> <code>str(month / day)</code>		
Total	10.00 / 10.00	

Question 6

Assume we have a variable `word` that contains a string, such as `"Mississippi"` or `"indivisible"`. We would like to determine how many `"i"`'s are in the string `word`. What code should replace the question marks in the following function definition?

```
def number_of_i(word):  
    """Returns the number of lower-case i's in the word."""  
    return ???
```

There is a built-in function or method that will do this. Look in the CodeSkulptor [documentation](#) for the appropriate one.

Your Answer	Score	Explanation
<input type="radio"/> <code>count("i", word)</code>		
<input type="radio"/> <code>"i".count(word)</code>		
<input checked="" type="radio"/> <code>word.count("i")</code>	✓ 10.00	Correct.
<input type="radio"/> <code>count(word, "i")</code>		
Total	10.00 / 10.00	

Question 7

Where should your `draw_text`, `draw_line`, and similar drawing calls be?

Your Answer	Score	Explanation
<input checked="" type="radio"/> In a draw handler, or a helper function called from it	✓ 10.00	
<input type="radio"/> Anywhere in your code		

☐ In the handlers for the control objects that create or change the drawing, or their helper functions

Total	10.00 / 10.00
-------	---------------

Question 8

Which of the following function calls are valid, i.e., don't lead to an error?

Read the [documentation](#) for these functions, and also try the code in CodeSkulptor.

Your Answer	Score	Explanation
<input checked="" type="checkbox"/> float("5")	✓ 4.00	
<input type="checkbox"/> float("5 five")	✓ 1.00	
<input checked="" type="checkbox"/> int("5")	✓ 4.00	
<input type="checkbox"/> int("5.4")	✓ 1.00	
Total	10.00 / 10.00	

Question 9

Turn the following description into a CodeSkulptor program, and run it.

1. Create a 300-by-300 canvas.
2. Draw two circles with radius 20 and white lines of width 10. One is centered at (90,200) and one at (210,200).
3. Draw a red line of width 40 from (50,180) to (250,180).
4. Draw two red lines of width 5 from (55,170) to (90,120) and from (90,120) to (130,120).
5. Draw a red line of width 140 from (180,108) to (180,160).

The resulting picture is a simple diagram of what?

Your Answer	Score	Explanation
<input type="radio"/> A computer		
<input type="radio"/> A house		

☒ An automobile ✓ 10.00

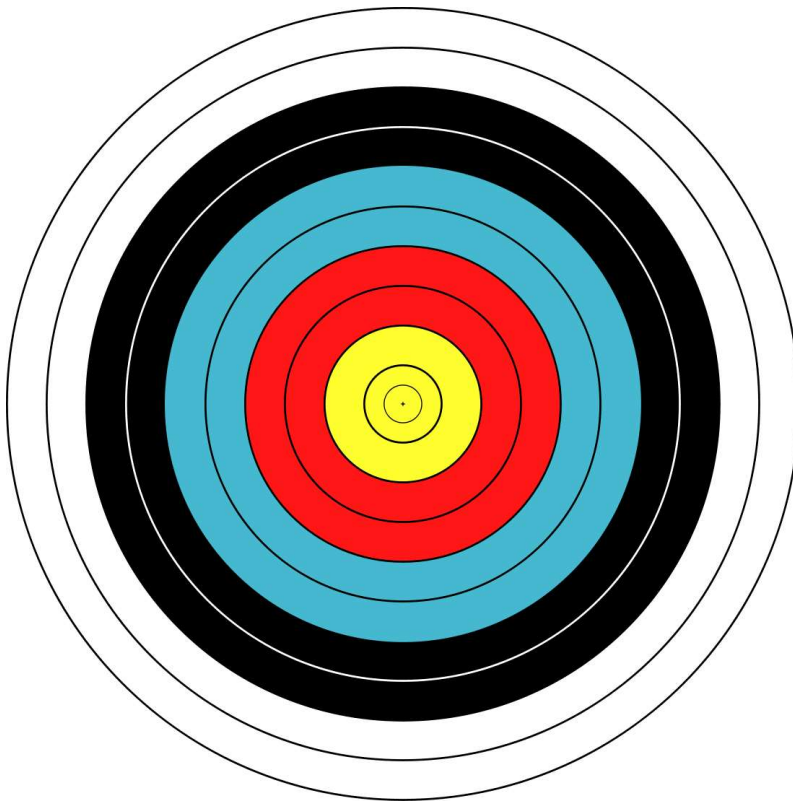
☐ A motorcycle

☐ A person

Total 10.00 / 10.00

Question 10

The following is a diagram of an archery target.



To draw this in CodeSkulptor, we can put a small yellow circle with a black border on top of a slightly bigger yellow circle with a black border, ... on top of a big white circle with a black border. In what order should your code draw these circles?

Your Answer	Score	Explanation
-------------	-------	-------------

☐ Smallest first

☒ Largest first ✓ 10.00 Correct. Whatever you draw last appears to be on top.

Total 10.00 / 10.00

