

## Feedback — Quiz 5a

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Thank you. Your submission for this quiz was received.

You submitted this quiz on **Fri 19 Feb 2016 9:19 PM PST**. You got a score of **100.00** out of **100.00**.

### Question 1

What is the type of the parameter for a mouseclick handler?

Refer to the CodeSkulptor [documentation](#).

Your Answer	Score	Explanation
<input type="radio"/> There is no parameter.		
<input type="radio"/> List		
<input type="radio"/> Boolean		
<input checked="" type="radio"/> Tuple	✓ 10.00	More specifically, a tuple (pair) of non-negative integers
<input type="radio"/> Number		
<input type="radio"/> String		
Total	10.00 / 10.00	

### Question 2

Which of the following expressions mutate, i.e., change, list `my_list`? If you've forgotten what the operations do, you can look in the CodeSkulptor [documentation](#).

Your Answer	Score	Explanation
	✓ 3.00	

<input checked="" type="checkbox"/>	<code>my_list.append(10)</code>		
<input checked="" type="checkbox"/>	<code>my_list.reverse()</code>	✓	3.00
<input type="checkbox"/>	<code>my_list + [10, 20]</code>	✓	0.50
<input type="checkbox"/>	<code>another_list.extend(my_list)</code>	✓	0.50
This mutates <code>another_list</code> , not <code>my_list</code> .			
<input checked="" type="checkbox"/>	<code>my_list.extend([10, 20])</code>	✓	3.00
Total		10.00 / 10.00	

### Question 3

We want to remove the element at the front of a list. For example, we want the following code to print `"apple"` and `["pear", "blueberry"]`, respectively. What function or method call should replace the question marks?

```
fruits = ["apple", "pear", "blueberry"]
fruit = ???
print fruit, fruits
```

Your Answer	Score	Explanation
<input type="radio"/> <code>fruits[1:]</code>		
<input type="radio"/> <code>fruits.remove(0)</code>		
<input type="radio"/> <code>fruits[0]</code>		
<input checked="" type="radio"/> <code>fruits.pop(0)</code>	✓ 10.00	
<input type="radio"/> <code>fruits.remove("apple")</code>		
<input type="radio"/> <code>fruits.pop()</code>		
Total	10.00 / 10.00	

### Question 4

Which of the following uses of `range()` will generate the list `[2, 5, 8, 11, 14]`?

First, think about what each of these returns, but also try each in [CodeSkulptor](#).

Your Answer	Score	Explanation
<input type="checkbox"/> <code>range(15, 2, -3)</code>	✓ 1.11	
<input checked="" type="checkbox"/> <code>range(2, 15, 3)</code>	✓ 7.78	
<input type="checkbox"/> <code>range(2, 15) * 3</code>	✓ 1.11	
Total	10.00 / 10.00	

## Question 5

To correctly compute the product of a list `numbers` of numbers, what statement should replace the question marks?

```
numbers = ...  
???  
for n in numbers:  
    product *= n
```

Your Answer	Score	Explanation
<input type="radio"/> <code>product = numbers[1]</code>		
<input type="radio"/> <code>product = 0</code>		
<input checked="" type="radio"/> <code>product = 1</code>	✓ 10.00	
<input type="radio"/> <code>product = numbers[0]</code>		
<input type="radio"/> <code>product = []</code>		
Total	10.00 / 10.00	

## Question 6

We can loop over strings, too!

The following incomplete function is a simple, but inefficient, way to reverse a string. What line of code needs to replace the questions marks for the code to work correctly?

```
def reverse_string(s):  
    """Returns the reversal of the given string."""  
    ???  
    for char in s:  
        result = char + result  
    return result  
  
print reverse_string("hello")
```

Your Answer	Score	Explanation
<input checked="" type="radio"/> <code>result = ""</code>	✓ 10.00	
<input type="radio"/> <code>result = 0</code>		
<input type="radio"/> <code>result = " "</code>		
<input type="radio"/> <code>result = []</code>		
Total	10.00 / 10.00	

## Question 7

Imagine a game on a map. At the beginning, we might want to randomly assign each player a starting point. Which of the following expressions may we use in place of the question marks to correctly implement this functionality?

```
import random  
  
def random_point():  
    """Returns a random point on a 100x100 grid."""  
    return (random.randrange(100), random.randrange(100))  
  
def starting_points(players):  
    """Returns a list of random points, one for each player."""  
    points = []  
    for player in players:  
        point = random_point()  
        ???  
    return points
```

Your Answer	Score	Explanation
<input checked="" type="checkbox"/> <code>points.append(point)</code>	✓ 7.50	
<input type="checkbox"/> <code>points.extend(point)</code>	✓ 0.50	
<input type="checkbox"/> <code>point.append(points)</code>	✓ 0.50	
<input type="checkbox"/> <code>point.extend(points)</code>	✓ 0.50	
<input type="checkbox"/> <code>points + point</code>	✓ 0.50	
<input type="checkbox"/> <code>points += point</code>	✓ 0.50	
Total	10.00 / 10.00	

## Question 8

The following function is supposed to check whether the given list of numbers is in ascending order. For example, we want `is_ascending([2, 6, 9, 12, 400])` to return `True`, while `is_ascending([4, 8, 2, 13])` should return `False`.

```
def is_ascending(numbers):
    """Returns whether the given list of numbers is in ascending order."""
    for i in range(len(numbers)):
        if numbers[i+1] < numbers[i]:
            return False
    return True
```

However, the function doesn't quite work. Try it on the suggested tests to verify this for yourself. The easiest fix is to make a small change to the highlighted code. What should it be replaced with?

Your Answer	Score	Explanation
<input type="checkbox"/> <code>range(1, len(numbers))</code>	✓ 1.00	
<input checked="" type="checkbox"/> <code>range(len(numbers) - 1)</code>	✓ 7.00	
<input type="checkbox"/> <code>range(len(numbers - 1))</code>	✓ 1.00	
<input type="checkbox"/> <code>range(len(numbers)) - 1</code>	✓ 1.00	
Total	10.00 / 10.00	

**Question Explanation**

Note that here we loop not over `numbers`, but over a new list, a range of indices. This function uses that approach because it looks at *two* elements of `numbers` on each iteration.

## Question 9

Turn the following English description into code:

1. Create a list with two numbers, 0 and 1, respectively.
2. For 40 times, add to the end of the list the sum of the last two numbers.

What is the last number in the list?

To test your code, if you repeat 10 times, rather than 40, your answer should be 89.

**You entered:**

165580141

Your Answer	Score	Explanation
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165580141	✓ 20.00
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Correct. By the way, here's code that simplifies things a bit by not even building the list.

```
x = 0
y = 1
for i in range(40):
    x, y = y, x + y
print y
```

Total	20.00 / 20.00
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**Question Explanation**

This process computes *Fibonacci numbers*. Since 0 and 1 are considered the 0<sup>th</sup> and 1<sup>st</sup> Fibonacci numbers, respectively, we effectively asked you to give the 41<sup>st</sup> Fibonacci number. While a simple and seemingly arbitrary computation, the Fibonacci sequence appears repeatedly in mathematics and nature.