

Feedback — Quiz 2a

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Thank you. Your submission for this quiz was received.

You submitted this quiz on Sat 23 Jan 2016 9:33 PM PST. You got a score of 100.00 out of 100.00.

Question 1

What typically calls an event handler?

Your Answer	Score	Explanation
<input checked="" type="radio"/> Some code that you didn't write which generates the event.	✓ 10.00	Correct.
<input type="radio"/> The code you write.		
Total	10.00 / 10.00	

Question 2

In CodeSkulptor, how many event handlers can be running *at the same time*?

Your Answer	Score	Explanation
<input type="radio"/> 0		
<input checked="" type="radio"/> 1	✓ 10.00	Correct.
<input type="radio"/> Unlimited, i.e., 0 or more		

Total

10.00 / 10.00

Question 3

What are the three parts of a frame?

Refer to the video on SimpleGUI.

Your Answer		Score	Explanation
<input type="checkbox"/> Options Area	✓	0.17	
<input checked="" type="checkbox"/> Status Area	✓	3.00	
<input type="checkbox"/> Border	✓	0.17	
<input type="checkbox"/> Mouse	✓	0.17	
<input type="checkbox"/> Keyboard	✓	0.17	
<input checked="" type="checkbox"/> Canvas	✓	3.00	
<input type="checkbox"/> Title	✓	0.17	
<input checked="" type="checkbox"/> Control Area	✓	3.00	
<input type="checkbox"/> Background Area	✓	0.17	
Total		10.00 / 10.00	

Question 4

For the SimpleGUI-based programs in this course, we recommended breaking down an interactive Python program into seven parts. Below, these parts are listed alphabetically.

1. Create frame
2. Define classes
3. Define event handlers
4. Initialize global variables
5. Define helper functions
6. Register event handlers
7. Start frame and timers

However, in lecture, we recommended a particular ordering of these parts. Enter 7 numbers in the range 1–7, separated only by spaces, to indicate the recommended ordering of the preceding elements of an interactive Python program. For example, if you think that the first action in your program should be to register your event handlers, enter 6 as the first number in the sequence.

You entered:

4 5 2 3 1 6 7

Your Answer		Score	Explanation
4	✓	1.43	
5	✓	1.43	
2	✓	1.43	
3	✓	1.43	
1	✓	1.43	
6	✓	1.43	
7	✓	1.43	
Total		10.00 / 10.00	

Question 5

Assume the following global definition is part of your program.

x = 5

If each of the following function definitions are also part of your program, which of them needs a `global x` declaration? You can try each definition in [CodeSkulptor](#).

Your Answer		Score	Explanation
<input type="checkbox"/> <code>def c(y): retur</code>	✓	1.50	This example does not need a global declaration. You don't need a <code>global</code> declaration unless you are assigning to the global variable.

$n \times y$



1.50

This example does not need a global declaration. Here a local variable `x` is being assigned to. If you add a `global` declaration, you'll get a `SyntaxError`.

```
def
b(x,y):
    x = x
+ y
    retur
n x
```



1.50

This example does not need a global declaration. You don't need a `global` declaration unless you are assigning to the global variable.

```
def
d(y):
    y = x
+ y
    retur
n y
```



5.50

This example needs a global declaration. A global variable is assigned within a function, so you need a `global` declaration.

```
def
a(y):
    x = x
+ y
    retur
n y
```

Total	10.00
	/
	10.00

Question 6

Consider the following code.

```
count = 0

def square(x):
    global count
    count += 1
    return x**2

print square(square(square(square(3))))
```

What is the value of `count` at the end? Enter a number. (You can double check your answer in CodeSkulptor if you wish.)

You entered:

4

Your Answer	Score	Explanation
4	<div>✓</div> 10.00	Correct. Each time <code>square</code> is called the global variable <code>count</code> is increased by 1.
Total	10.00 / 10.00	

Question 7

Consider the following code.

```
a = 3
b = 6

def f(a):
    c = a + b
    return c
```

Which names occur in the global scope?

Your Answer	Score	Explanation
<input type="checkbox"/> <code>c</code>	<div>✓</div> 2.50	
<input checked="" type="checkbox"/> <code>f</code>	<div>✓</div> 2.50	The function name <code>f</code> has global scope.
<input checked="" type="checkbox"/> <code>a</code>	<div>✓</div> 2.50	
<input checked="" type="checkbox"/> <code>b</code>	<div>✓</div> 2.50	
Total	10.00 / 10.00	

Question 8

Consider the following code.

```
a = 3
b = 6

def f(a):
    c = a + b
    return c
```

Which names occur in a local scope?

Your Answer	Score	Explanation
<input checked="" type="checkbox"/> <code>c</code>	✓ 2.50	
<input type="checkbox"/> <code>b</code>	✓ 2.50	
<input type="checkbox"/> <code>f</code>	✓ 2.50	
<input checked="" type="checkbox"/> <code>a</code>	✓ 2.50	
Total	10.00 / 10.00	

Question 9

Which of the following are valid calls to `create_frame`?

Look at the [documentation](#) for SimpleGUI frames, but also try the code in CodeSkulptor.


Your Answer	Score	Explanation
<input checked="" type="checkbox"/> <code>f = simplegui.create_frame("My Frame", 100, 100)</code>	✓ 4.00	
<input checked="" type="checkbox"/> <code>frame = simplegui.create_frame("Testing", 200, 200, 300)</code>	✓ 4.00	
<input type="checkbox"/> <code>frame = simplegui.create_frame(200, 200, 200, 200)</code>	✓ 1.00	
<input type="checkbox"/> <code>frame = simplegui.create_frame("My Frame", 200, 200, 200, 200)</code>	✓ 1.00	This is not a valid call. The call has too many arguments.

Total	10.00 / 10.00
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Question 10

If the following is our entire program, what one line of code should replace the question marks for it to show a frame?

```
???  
f = simplegui.create_frame("My frame", 200, 200)  
f.start()
```

Your Answer	Score	Explanation
<input checked="" type="radio"/> <code>import simplegui</code>	 10.00	
<input type="radio"/> <code>import create_frame</code>		
<input type="radio"/> <code>import simplegui.create_frame</code>		
Total	10.00 / 10.00	