

Your grade: **100%**

Your latest: **100%** • Your highest: **100%** • To pass you need at least 80%. We keep your highest score.

Next item →

1. “import numpy” is an optional line in our code

1 / 1 point

- ☐ True
- ☒ False

Correct! to be able to use numpy functions and objects we need to import it at the top of our code.

2. To take an input from the user we use the function:

1 / 1 point

- ☐ int()
- ☒ input()

Correct! To accept an input from the user the function input() is used

- ☐ flip()
- ☐ zeros()

3. The function is\_winning\_move() returns what type of data?

1 / 1 point

- ☒ boolean

Correct! It returns either true or false indicating if the player won

- ☐ integer
- ☐ string
- ☐ float

4. Functions do what they are intended to without being called.

1 / 1 point

- ☐ True
- ☒ False

Correct! Every function should be called first to execute what it's intended to

5. To initialize pygame's function and modules the following line is used:

1 / 1 point

- ☐ import pygame
- ☒ pygame.init()

Correct! before you use any of pygame's function and modules you have to initialize pygame first by this line

- ☐ pygame.display.set\_mode()
- ☐ pygame.display.set\_caption()

6. To change the title of your game window, the following function is used.

1 / 1 point

- ☐ pygame.display.set\_mode()

☒ `pygame.display.set_caption()`

Correct! To change the title of your game window `pygame.display.set_caption()` is used.

☐ `pygame.display.update()`

☐ `pygame.draw.rect()`

7. The event that represent clicking on the mouse is called:

1 / 1 point

☒ `pygame.MOUSEBUTTONDOWN`

Correct! This event is activated whenever the mouse button is clicked.

☐ `pygame.MOUSEBUTTONUP`

☐ `pygame.KEYDOWN`

☐ `pygame.MOUSEMOTION`

8. To get the position of the mouse we use the attribute:

1 / 1 point

☒ `event.pos`

Correct! to get the current location of the mouse the attribute `Event.pos` is used

☐ `event.button`

☐ `event.rel`

☐ `event.state`

9. The first argument the function `pygame.draw.line()` takes is:

1 / 1 point

☒ the game window

Correct! the first argument taken is the window that will be drawn on

☐ the color

☐ the x-position

☐ the y-position

10. When importing an image, you always have to pass the full path as an argument.

1 / 1 point

☐ True

☒ False

Correct! If the image is in the same directory as the code, the image name with the extension is enough