

Quiz 2a

10 questions

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1.
What typically calls an event handler?

- ☐ Some code that you didn't write which generates the event.
 - ☐ The code you write.
-

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2.
In CodeSkulptor, how many event handlers can be running *at the same time*?

- ☐ Unlimited, i.e., 0 or more
 - ☐ 0
 - ☐ 1
-

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3.

What are the three parts of a frame?

Refer to the video on SimpleGUI.

- ☐ Border
 - ☐ Status Area
 - ☐ Control Area
 - ☐ Canvas
 - ☐ Mouse
 - ☐ Options Area
 - ☐ Background Area
 - ☐ Title
 - ☐ Keyboard
-

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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.

Enter answer here

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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.



```
def b(x,y):  
    x = x + y  
    return x
```



```
def d(y):  
    y = x + y  
    return y
```



```
def a(y):  
    x = x + y  
    return y
```



```
def c(y):  
    return x + y
```

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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.)

Enter answer here

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7.

Consider the following code

Consider the following code.

```
a = 3
b = 6

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

Which names occur in the global scope?

☐ a

☐ b

☐ c

☐ f

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8.

Consider the following code.

```
a = 3
b = 6

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

Which names occur in a local scope?

☐ b

☐ f

☐ c

☐ a

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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.

☐

```
frame = simplegui.create_frame(200, 200, 200, 200)
```

☐

```
f = simplegui.create_frame("My Frame", 100, 100)
```

☐

```
frame = simplegui.create_frame(100, 100, 100)
```

☐

```
frame = simplegui.create_frame("Testing", 200, 200,  
300)
```

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10.

Which of the following are valid ways of making a canvas with a red background?

Look at the documentation for SimpleGUI constants, but also try the code in CodeSkulptor.

☐

```
import simplegui  
  
frame = simplegui.create_frame("My Frame", 100, 100, "Red")  
frame.start()
```

☐



```
import simplegui

frame = simplegui.create_frame("My Frame", 100, 100)
frame.set_canvas_background("#FF0000")
frame.start()
```



```
import simplegui

frame = simplegui.create_frame("My Frame", 100, 100)
frame.set_canvas_background(Red)
frame.start()
```



```
import simplegui

frame = simplegui.create_frame("My Frame", 100, 100)
frame.set_canvas_background("Red")
frame.start()
```

4 questions unanswered

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