Week 4 – activity 4,5, and 6

Functions

DESCRIPTION: Homework assessments students' knowledge in creating a Python program to create and manipulate functions.

STEPS:

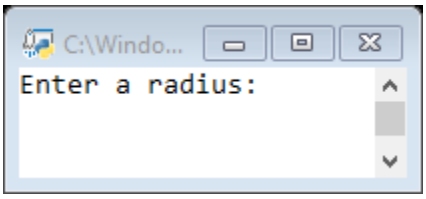
1. Open a new file and save it as: *activity567.py*
2. In the file, type the first two lines with comments as:

```
"""
Week 4 – Activity 4, 5, and 6
Student's name:
"""
```

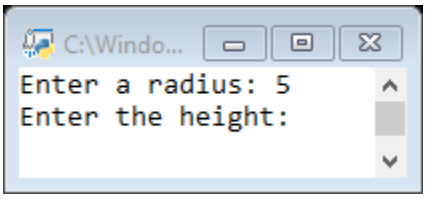
3. Complete activity 4, 5, and 6

Activity 4) Write a function called **`volumeCylinder(h,r)`** that takes two arguments for radius and height, calculates the volume of a cylinder, and returns the volume rounded off to two decimal places ($volume\ of\ cylinder: radius^2\pi * height$). The result is printed outside the function and the radius and height are entered by the user.

Template

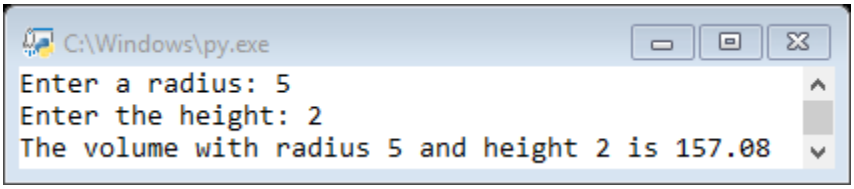


When the program is ran, it asks the user to enter a radius…

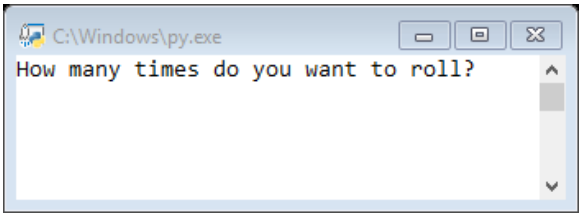


if the user types and enters , the program asks for the height…

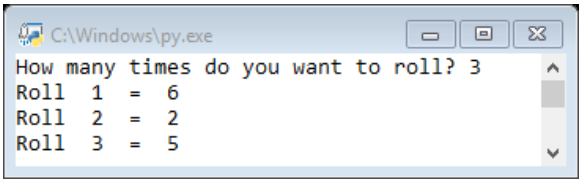
if the user types and enters 2, the program displays a message showing the radius, height, and volume as:



Activity 5) Write a function that simulate roll the dice. The program takes a number of roll from the user as an argument. Within the function, for each round should display the random number between 1 and 6. *Hint: use random number to randomly select a number between 1 and 6*



When the program is ran, it asks the user to enter the number of rolls…

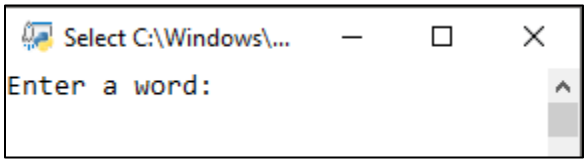


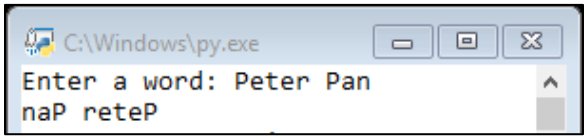
if the user enters 3, the program shows three rolls with a random number between 1 and 6.

Activity 6) Write a function called **`displayReverse(n)`** that takes a word from the user and displays the reverse of that word on the screen. For example, if user types and enters ***`hey`***, it would return ***`yeh`***. The ***`n`*** argument is entered by the user before the function is called.

Template:

When the program is ran, it asks the user to enter a word:





if the user types the word *Peter Pan* and clicks Enter, the program will display the reverse of the word.