course_1_assessment_10

Due: 2018-11-25 01:24:00

Description: Assessment for Accumulating Lists and Strings lesson.   Score: 5.0 of 5 = 100.0%

Questions

seqmut-1-9: Which of these is the accumulator variable?

Score: 1.0 / 1

Comment: autograded

```
byzo = 'hello world!'
c = 0
for x in byzo:
    z = x + "!"
    print(z)
    c = c + 1
```

○A. byzo

○B. x

○C. z

◉D. c

| Check me | Compare me |

✔ Yes, this is the accumulator variable. By the end of the program, it will have a full count of how many items are in byzo.

Multiple Choice (assess_question5_1_1_1)

seqmut-1-10: Which of these is the sequence?

Score: 1.0 / 1

Comment: autograded

```
cawdra = ['candy', 'daisy', 'pear', 'peach', 'gem', 'crown']
t = 0
for elem in cawdra:
    t = t + len(elem)
```

◉A. cawdra

○B. elem

○C. t

| Check me | Compare me |

✔ Yes, this is the sequence that we iterate over.

Multiple Choice (assess_question5_1_1_2)

seqmut-1-11: Which of these is the iterator (loop) variable?

Score: 1.0 / 1

Comment: autograded

```
lst = [5, 10, 3, 8, 94, 2, 4, 9]
num = 0
for item in lst:
    num += item
```

◉A. item
○B. lst
○C. num

Check me   Compare me

✔ Yes, this is the iterator variable. It changes each time but is not the whole sequence itself.

Multiple Choice (assess_question5_1_1_3)

seqmut-1-12: What is the iterator (loop) variable in the following?

Score: 1.0 / 1

Comment: autograded

```
rest = ["sleep", 'dormir', 'dormire', "slaap", 'sen', 'yuxu', 'yanam']
let = ''
for phrase in rest:
    let += phrase[0]
```

The iterator variable is

phrase

Check me   Compare me

Good work!

Fill in the Blank (assess_question5_1_1_4)

Score: 1.0 / 1

Comment: autograded

Currently there is a string called str1 . Write code to create a list called chars which should contain the characters from str1 . Each character in str1 should be its own element in the list chars .

Save & Run   Load History   Show CodeLens

```
1 str1 = "I love python"
```

```
2 # HINT: what's the accumulator? That should go here.
3
4
```

ActiveCode (assess_week5_01)

Score Me