course_1_assessment_3

Due: 2018-11-25 01:15:00

Description: Assessment for the Turtle Graphics lesson.

Score: 8.0 of 8 = 100.0%

Questions

turtle-11-1: What are correct ways to tell a turtle named Tex to move forward 20 pixels? Select as many as apply.

Score: 1.0 / 1

Comment: autograded

- [x] A. Tex.forward(20)
- [ ] B. forward() + 20
- [ ] C. forward(20)
- [ ] D. forward(20).Tex
- [x] E. Tex.forward(10 + 10)

Check me | Compare me

✔ Correct.
A. This is a correct way to move a turtle forward.
E. You are allowed to write expressions inside of methods, so this is correctly written.

Multiple Choice (assess_question1_3_1_1_1)

turtle-11-2: Which is the correct way to make a new instance of the Turtle class?

Score: 1.0 / 1

Comment: autograded

- ○ A. turtle(Turtle)
- ◉ B. turtle.Turtle()
- ○ C. Turtle.turtle()
- ○ D. Turtle(turtle)

Check me | Compare me

✔ Yes, this is the correct way.

Multiple Choice (assess_question1_3_1_1_2)

turtle-11-3: What does each instance of the Turtle class represent?

Score: 1.0 / 1

Comment: autograded

○A. The turtle class.

○B. The same turtle that is used in each drawing your programs make.

◉C. A unique 'turtle' that you can use to draw.

Check me | Compare me

✔ Yes, an instance of the turtle class represents a unique turtle. The turtle class is like a stencil or mold that can be used to make as many turtles as you would like.

Multiple Choice (assess_question1_3_1_1_3)

turtle-11-4: True or False, attributes/instance variables are just like other variables in Python.

Score: 1.0 / 1

Comment: autograded

◉A. True

○B. False

Check me | Compare me

✔ Just like the variables you've learned about so far, you can assign values to an attribute and look up the values that are assigned to the attribute.

Multiple Choice (assess_question1_3_1_1_4)

turtle-11-4: Select all of the following things that methods can do:

Score: 1.0 / 1

Comment: autograded

☑A. Change the value of an attribute.

☑B. Return values.

☑C. Create new attributes of an instance and set their values.

☐D. Delete object instances.

☐E. None of the above.

Check me | Compare me

✔Correct.

A. Methods can change the value that is associated with an attribute.

B. Methods can return values.

C. Attributes do not need to be pre-declared; any code can add a new attribute to an instance just by assigning a value to it.

Multiple Choice (assess_question1_3_1_1_5)

turtle-11-5: For an instance of a class that is assigned to the variable `student`, what is the proper way to refer to the `title` attribute/instance variable?

Score: 1.0 / 1

Comment: autograded

- A. student.title()
- B. title.student()
- C. title.student
- D. student(title)
- E. student.title

Check me | Compare me

✔ Yes, this is the correct syntax to use.

Multiple Choice (assess_question1_3_1_1_6)

turtle-11-6: What is the name of jane's attribute (not method) that is referred to in the following code?

Score: 1.0 / 1

Comment: autograded

```
import turtle

jane = turtle.Turtle()
jane.forward(20)
print(jane.x)
```

The attribute is

x

Check me | Compare me

Good work!

Fill in the Blank (assess_question1_3_1_1_7)

turtle-11-7: What are the names of the instances in the following code? Please put one instance per blank space and enter them in the order that the computer would read them.

Score: 1.0 / 1

Comment: autograded

```
import turtle
wn = turtle.Screen()

jazz = turtle.Turtle()
jazz.forward(50)
jazz.right(90)
pop = turtle.Turtle()
pop.left(180)
pop.forward(76)
```

wn | jazz | pop

Check me | Compare me

- Good work!
- Good work!
- Good work!

Fill in the Blank (assess_question1_3_1_1_8)

Score Me