Python assignment; objects have value, type, and memory location. Aliasing for immutable data type. At the top level, objects are added to the global namespace.

(1-6) When the following code is executed in the Python Shell,

```python
>>> mypi
??-1
>>> mypi = 3
>>> mypi
??-2
>>> w = mypi
>>> id(w) == id(mypi)
??-3
>>> type(w)
??-4
>>> mypi = [3]
>>> id(w) == id(mypi)
??-5
```

(1) Replace ??-1 with the correct value:
   a) 3    b) [1, 2, 3, 4]    c) True    d) False    e) NameError

(2) Replace ??-2 with the correct value:
   a) 3    b) [1, 2, 3, 4]    c) True    d) False    e) NameError

(3) Replace ??-3 with the correct value:
   a) 3    b) [1, 2, 3, 4]    c) True    d) False    e) NameError

(4) Replace ??-4 with the correct value:
   a) int    b) float    c) str    d) boolean    e) tuple

(5) Replace ??-5 with the correct value:
   a) 3    b) [1, 2, 3, 4]    c) True    d) False    e) NameError

(6) Which statement is correct?
   a) mypi is defined in the global namespace; w is defined in the global namespace.
   b) mypi is defined in the global namespace; w is defined in the local namespace.
   c) mypi is defined in the local namespace; w is defined in the global namespace.
d) mypi is defined in the **local** namespace; \( w \) is defined in the **local** namespace.

e) mypi is defined in the **local** namespace; \( w \) is no longer defined.

**Basic code tracing - what happens when a function is executed. Accumulator pattern.**

(7-10) Given function `approx_sqrt`:

```python
def approx_sqrt(num, iterations):
    '''(number, int) -> float

    Generates an approximate square root of num, a positive integer,
    via an iterative process that runs iterations times. The
    approximate square root is returned.
    
    >>> approx_sqrt(1, 1)
    1.0
    >>> approx_sqrt(4, 1)
    ??-1
    >>> approx_sqrt(4, 5)
    2.000000000000002
    <<<
    value = 1

    for ctr in range(iterations):
        value = .5 * (value + num/value)

    return ??-2
```

(7) Replace ??-1 with the correct code:

a) 4      b) 1      c) 2      d) 2.0      e) 2.5

(8) Replace ??-2 with the correct code:

a) num     b) **value**     c) 2      d) 2.0      e) 2.5

(9) When `>>> approx_sqrt(4, 5)` is executed, the last value of `ctr` is

a) 0      b) 1      c) 4      d) 5      e) 2.000000000000002

(10) `approx_sqrt` is an example of

a) recursion        b) Monte Carlo algorithm        c) **accumulator pattern**

d) encryption algorithm        e) REPL
Basic code tracing - recursive function.
Developing/evaluating tests - normal, boundary, other examples for various expected input and output (equivalence classes).

(11-13) Given the following Python code:

```python
def dtobr(n):
    '''(int) -> str
    Use recursive algorithm to convert n >= 0 to a binary string.
    '''
    if n < 2:
        return str(n)
    else:
        return dtobr(n // 2) + str(n % 2)
```

When `>>> dtobr(6)` is executed,

(11) `dtobr` is called ?? times (including the first time):

a) 0  b) 1  c) 2  d) 3  e) 4

(12) The last time `dtobr` is called, the value of `n` is

a) 0  b) 1  c) 2  d) '0'  e) '1'

(13) The best set of test cases for `dtobr` is

<table>
<thead>
<tr>
<th>a)</th>
<th>b)</th>
<th>c)</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>dtobr(6)</code></td>
<td><code>dtobr(2)</code></td>
<td><code>dtobr(4)</code></td>
</tr>
<tr>
<td><code>dtobr(0)</code></td>
<td><code>dtobr(4)</code></td>
<td><code>dtobr(0)</code></td>
</tr>
<tr>
<td><code>dtobr(1)</code></td>
<td><code>dtobr(6)</code></td>
<td><code>dtobr(1)</code></td>
</tr>
<tr>
<td><code>dtobr(2)</code></td>
<td><code>dtobr(24)</code></td>
<td><code>dtobr(15)</code></td>
</tr>
<tr>
<td><code>dtobr(17)</code></td>
<td><code>dtobr(36)</code></td>
<td><code>dtobr(31)</code></td>
</tr>
<tr>
<td><code>dtobr(50)</code></td>
<td><code>dtobr(44)</code></td>
<td><code>dtobr(63)</code></td>
</tr>
</tbody>
</table>

Debugging; more test cases.

(14) Given the following UNTESTED Python code:

```python
def charCt(s, c):
    '''(str, str) -> int
    Return count of occurrences of char c in string s.
    '''
    >>> charCt('hello, world', 'o')
    2
    '''
```
ct = 0
for ch in s:
    if ch == c:
        ct += 1
return ct

The set of test cases that will find the bug in charCt is:

a) charCt('','a')
b) charCt('abc','a')
c) charCt('abc','a')

d) charCt('a','a')
e) charCt('a','a')

Python assignment, types, Python memory management – aliasing can lead to side effects for mutable data types.

(15-17) After the following Python code is executed:

```python
>>> x = [99.9]
>>> y = x
>>> z = [99.9]
>>> y[0] = 0
```

(15) The value of x is

a) 99.9  b) [99.9]  c) 0  d) [0]  e) None

(16) The value of y is

a) 99.9  b) [99.9]  c) 0  d) [0]  e) None

(17) The value of z is

a) 99.9  b) [99.9]  c) 0  d) [0]  e) None

Variable scope; local-global-built-in; lexical scope; important to be aware of what functions return.

(18-22) Given the following Python code:

```python
def taxable(inc, exempt, STD_E, STD_D):
    '''(number, int, number, number)

    Adjust gross income (inc) to taxable income
    by applying standard deduction and exemptions.
    
    CALLED BY: est_tax
    '''
```

```python
# Import necessary packages

>>> taxable(20000, 1, 4150, 6500)
9350
'''
  #print(income)
  #print(salary)
  taxable_income = inc - STD_D
  exempt_adjust = STD_E * exempt
  taxable_income = taxable_income - exempt_adjust

  return(taxable_income)

def est_tax(income, exemptions):
    '''(number, int) -> None

    Generates an estimate for federal income tax.

    CALLS: taxable

    >>> est_tax(20000, 1)
    1870.0
    '''
    STD_EXEMPT = 4150
    STD_DEDUCT = 6500
    TAX_RATE = .20

    taxable_income = taxable(income,exemptions,STD_EXEMPT,STD_DEDUCT)
    estimated_tax = taxable_income * TAX_RATE

    #print('Estimated tax is:', estimated_tax)

    return None

1   def main(salary, exemptions):
2      '''driver for estimated tax functions'''
3      result = est_tax(salary, exemptions)
4      print(result)
5      print(salary)
6      print(taxable_income)
7      return None

salary = 20000
exemptions = 1
main(salary, exemptions)

(18) After line 4 in main is executed, what will be printed?
a) 1870.0   b) 20000   c) None   d) NameError

(19) After line 5 in main is executed, what will be printed?
a) 1870.0   b) 20000   c) None   d) NameError
```
(20) After line 6 in `main` is executed, what will be printed?

a) 1870.0 b) 20000 c) None d) NameError

(21) If the `#print(income)` line of code in `taxable` were executed, what would be printed?

a) 1870.0 b) 20000 c) None d) NameError

(22) If the `#print(salary)` line of code in `taxable` were executed, what would be printed?

a) 1870.0 b) 20000 c) None d) NameError

Basic code tracing – recursion, strings.

(23) Given the following Python code:

```python
def q23(s):
    '''
    midterm function
    '''
    if len(s) == 1:
        return True
    elif len(s) == 2:
        return s[0] == s[1]
    elif s[0] != s[-1]:
        return False
    else:
        return q23(s[1:-1])

>>> q23('abcdeffedcba')
```

The second time `q23` is called, the value of `s` is

a) True b) False c) 'abcdeffedcba' d) 'bcdeffedcb' c) 'abcddcba'

Working with lists. Many list methods update the list as a side effect and return None. Mutable and immutable data types.

(24-28) Replace the ??s with the results of executing the following code in the Python Shell.

```python
>>> states = [2, 'OR', 'WA']
>>> states.append('ID')
>>> states[0] += 1
>>> states
??-1
>>> state = 'mt'
>>> state.upper()
??-2
>>> states.append(state)
```
>>> states[0] += 1
>>> states
??-3
>>> pnw = states.copy()
>>> states = states.append('CA')
>>> states[0] += 1
??-4
>>> pnw
??-5

(24) Replace ??-1 with the correct result:

a) [2, 'OR', 'WA']    b) [3, 'OR', 'WA', 'ID']    c) [3, 'ID', 'OR', 'WA']
     d) None    e) NameError

(25) Replace ??-2 with the correct result:

a) 'mt'    b) 'MT'    c) None    d) TypeError    e) NameError

(26) Replace ??-3 with the correct result:

a) [4, 'OR', 'WA', 'ID', 'mt']    b) [4, 'OR', 'WA', 'ID', 'MT']
     c) None    d) TypeError    e) NameError

(27) Replace ??-4 with the correct result:

a) [4, 'OR', 'WA', 'ID', 'mt']    b) [4, 'OR', 'WA', 'ID', 'MT']
     c) None    d) TypeError    e) NameError

(28) Replace ??-5 with the correct result:

a) [4, 'OR', 'WA', 'ID', 'mt']    b) [4, 'OR', 'WA', 'ID', 'MT']
     c) None    d) TypeError    e) NameError

Types of errors.

(29) TypeError, NameError, ZeroDivisionError are examples of which type of error?

a) syntax    b) runtime    c) logical/semantic    d) regression    e) integrated

(30) The error that occurs when >>> charCt('hello, world', 'o') (question 14) is executed is an example of which type of error?

a) syntax    b) runtime    c) logical/semantic    d) regression    e) integrated

Binary representation of numbers.
(31) The decimal representation of binary 11111 is:

a) 11, 111   b) 63   c) 64   d) 31   e) 32

*Dictionaries; sequential operator in.*

(32-34) Given the following Python code:

```python
roman = {'I': 1, 'V': 5, 'X': 10, 'L': 50, 'C': 100, 'M': 1000}

What is the result of executing

(32) >>> roman['X']

a) True   b) False   c) 10   d) 'X'   e) TypeError

(33) >>> 'V' in roman

a) True   b) False   c) 5   d) 'X'   e) TypeError

(34) >>> 5 in roman

a) True   b) False   c) 'V'   d) 'X'   e) TypeError

*Revising code.*

(35) Given the following Python code:

```python
1  def drawShape(s):
2     '''(int) -- None
3     Draw a square with sides of length s.
4     >>> drawShape(100)
5     [draws a square with sides length 100]
6     '''
7     turn = 90
8     for i in range(4):
9         fd(s)
10        lt(turn)
11     return None
```

Which lines of code would need to be changed to revise `drawShape` to draw an n-sided polygon, where n is a new argument to the function?

a) 1, 2, 14   b) 1, 2, 4, 6, 7, 9, 10   c) 1, 2, 4, 6, 7, 11, 12   d) 1, 2, 4, 6, 7, 14   e) 1, 6, 14
Functions as arguments; side effects; types.

(36-39) Given the following Python code:

```python
def greeting(f, s):
    '''Type contract goes here. '''
    f(s)
    return None

def hello(s):
    '''Type contract goes here. '''
    print('Hello, ' + s + '.')
    return None

def ciao(s):
    '''Type contract goes here. '''
    greeting = 'Ciao, ' + s + '.'
    print(greeting)
    return greeting
```

(36) The type contract for function `greeting` is

a) (str, str) -> None   b) (str, str) -> str   c) (function, str) -> str

d) (function, str) -> None   e) (str, str) -> boolean

(37) The type contract for function `ciao` is

a) (str) -> None   b) (str) -> str   c) (function) -> str

d) (function) -> None   e) (function) -> function

(38) What is the result when the following code is executed?

```python
>>> greeting(hello, 'World')
```

a) 'Hello, World.' is returned   b) Hello, World. is printed

c) 'Hello, ' + s + '. is printed   d) None is printed

(39) The result of executing function `hello` is an example of a(n)

a) recursion   b) Monte Carlo algorithm   c) accumulator pattern   d) side effect
String formatting.

(40) What is the result when the following Python code is executed?

```python
te = 'End of multiple choice.'
print('{}'.format(te))
print(f'{te}')
print('%s' % (te))
```

a)  
End of multiple choice.
End of multiple choice.
End of multiple choice.

Designing, writing, and testing code. Parameters, type contract, return value, choosing the right Python tool for the job (in this case, a for loop).

(41) Write an iterative function, `add_digits`, to sum the digits of an integer, `n`, where 100 ≤ `n` ≤ 999. All variables should be of type integer (no strings, lists, etc.). The sum is printed; `add_digits` should return None.

The function should be written using CIS 210 style guidelines. The docstring examples of use should include at least one example with a “normal” value argument and at least one example with a “boundary” value argument. Python code should clearly reflect the underlying algorithm. Code should use only the most appropriate Python “tools” for solving the problem.

```python
def add_digits(n):
    '''(int) --> None
    Print sum of digits of n, a 3-digit number.
    >>> add_digits(321)
    6
    >>> add_digits(100)
    1
    >>> add_digits(999)
    27
    '''
    digit_sum = 0
    for ctr in range(3):
        digit = n % 10
        n = n // 10
        digit_sum += digit
        print(digit_sum)
    return None
```
A while loop is needed here.

(42) Write an iterative function, add_more_digits, to sum the digits of a non-negative integer, n. The sum is returned. All variables should be of type integer (no strings, lists, etc.).

The function should be written using CIS 210 style guidelines; docstrings may be omitted. Python code should clearly reflect the underlying algorithm. Code should use only the most appropriate Python “tools” for solving the problem.

def add_more_digits(n):
    '''(int) --> int

    Return sum of digits of n, a non-negative integer.
    '''
    digit_sum = 0
    ctr = 0
    while n > 0:
        digit = n % 10
        n = n // 10
        digit_sum += digit
        ctr += 1
    return digit_sum

Algorithm can be implemented recursively.

(43) Write a function, add_more_digits_r, which implements a recursive algorithm to sum the digits of a non-negative integer, n. All variables should be of type integer (no strings, lists, etc.). The sum is returned.

The function should be written using CIS 210 style guidelines, except that the docstring examples of use may be omitted. Python code should clearly reflect the underlying algorithm. Code should use only the most appropriate Python “tools” for solving the problem.

def add_more_digits_r(n):
    '''(int) --> int

    Implement recursive algorithm to sum the digits of n, a non-negative integer. The sum is returned.
    '''
    if n < 10:
        return n
    else:
        return add_more_digits_r(n // 10) + (n % 10)