

Name: \_\_\_\_\_ Section: 2 (7<sup>th</sup>-8<sup>th</sup>) or 3 (9<sup>th</sup>-10<sup>th</sup>)

Use this quiz as a way to follow the lecture. **Answer all questions.** Make additional notes as desired. **Not sure of an answer?** Ask your instructor to explain further **right then.**

1. Write a code snippet that inputs a number from the Console and prints the square root of the number.

2. What gets printed by the program shown to the right? (Pay close attention to the order in which the statements are executed. But to save space on this quiz, write the output **left to right on a single line** instead of top to bottom.)

3. A class has a name and \_\_\_\_\_ and \_\_\_\_\_.

4. What are the names for the two pieces of data that a **zg.Point** has? (See UML class diagrams to the right.)

\_\_\_\_\_ and \_\_\_\_\_

5. What are 3 operations that a **zg.Circle** object can do?

\_\_\_\_\_ and \_\_\_\_\_ and \_\_\_\_\_

6. Write a statement that constructs a **zg.Point** at (50, 30) and assigns a variable **p1** to refer to the constructed **zg.Point**.

7. Write a statement that causes the above variable **p1** to move by 10 in the y direction.

8. Write a statement that sets the variable **s** to the sum of two of **p1**'s instance variables: the one called **x** and the one called **y**.

9. Suppose you encounter a class that is new to you, e.g., the **zg.Text** class. How can you easily, in Eclipse, find the names of **all** the methods and instance variables of that class?

```
def main():
    f3()
    f1()
    f2(4)
    f2(6)
    f3()

def f1():
    print('One')

def f2(x):
    print(x * 2)

def f3():
    print("Three")

if __name__ == '__main__':
    main()
```

