

Your name: \_\_\_\_\_ **SOLUTION** \_\_\_\_\_

1. **True** or **False** (circle one): In a *flipped* classroom, the instructor typically spends about half of each session lecturing. (Correct answer is underlined and in red.)

2. What parts of software engineering will we cover in this class? Check all that apply.

\_\_\_ Marketing research

\_\_\_ Gathering requirements

**\_YES\_** Analyzing the problem

**\_YES\_** Designing the software

**\_YES\_** Coding the software

**\_YES\_** Fixing bugs

\_\_\_ Maintenance

3. In Python, the symbol `#` is used for what purpose? Circle the right answer.

hashtags

phone numbers

**comments**

tic tac toe boards

4. Write a statement that, when run (executed), would cause **Hello, Mohammed!** to appear on the Console.

**print("Hello, Mohammed!")** (single quotes are fine too)

5. When the following statement runs (executes): `# print("ok")`  
what appears on the Console?

ok

"ok"

**nothing appears**

(circle your choice)

6. Which of the following would make the name **bob** get the string **"alice"** as its value?

**bob = "alice"**

alice = "bob"

bob = alice

alice = bob

(circle your choice)

7. Write an expression that would *construct* a **SimpleTurtle**, as defined in the **rg** (short for *rosegraphics*) module, and give that constructed **SimpleTurtle** the name **alpha\_turtle**.

**alpha\_turtle = rg.SimpleTurtle()**

8. To *construct* a Circle, as defined in the **rg** (short for *rosegraphics*) module, you would type:  
`rg.Circle`

*followed by what punctuation symbol?* \_\_\_\_\_ ( **that is, parenthesis** ( ) is also OK.

**Quiz continues on the back →**

9. The videos introduced the idea of **methods** describing “*who - does what - with what*”. In the following turtle graphics example from the video, draw arrows to indicate the “who”, the “does what”, and the “with what” part.

**who****does what****with what**

```
nadia.forward(200)
```

Correct answer has arrows from *nadia* to *who*; from *forward* to *does what*; from *200* to *with what*.

10. To **call** the method **pen\_up** on the **SimpleTurtle** object whose name is **beta\_turtle**, you would type:

**beta\_turtle.pen\_up** (fill in the blanks) **Note the dot!**

**followed by what punctuation symbol?** \_\_\_\_\_ (**that is, parenthesis** **()**) is also OK.

11. Suppose that the code has constructed a **SimpleTurtle** and assigned the name **mary** to it. Which of the following would set the **speed instance variable** of **mary** to **8**? Circle one:

mary.speed(8)

mary.speed = 8

speed = 8

12. Fill in the blanks below **very briefly** (just give the essence of the ideas -- only a few words for each): **Grader, be generous with grading this question. Anything remotely close is fine.**

Constructing an object causes \_\_\_\_\_ allocates space for the object and initializes it \_\_\_\_\_

An object's methods are what the object \_\_\_\_\_ can do (that is, its actions) \_\_\_\_\_

An object's instance variables are what the object \_\_\_\_\_ knows (that is, the data associated with it)

Grader: Subtract **1 point** **from 10** for each problem that has an error (but no negative scores!)