Name:_____ **SOLUTION** _____ CM: _____ Section: _____ Grade: _____ of 10

1. ***True*** / False (circle one): When my program runs but a test fails, I should re-work the first failed test by hand.

2. ***True*** / False (circle one): When my program runs but a test fails, adding *print* statements to my code at each step may help me see if the computer is doing what I thought it should do.

3. When is Exam 1 -- what day, and during what times? (Follow the link to Exam 1 in Session 7 of the course Home Page.)

   See the information at the link.

4. What 3 things must I complete as my Admission Ticket for taking Exam 1?
   - The 05a-Debugging project.
   - The 05b-Exam1Practice project.
   - The Paper-and-Pencil practice problems.

5. Where are the Practice Paper-and-Pencil problems AND their solutions?
   - In the Session 6 Preparation.

6. How many pages may I use for my "Hint Sheet" for the Paper and Pencil part of Exam 1.

   One 8.5 x 11 (or A4) sheet of paper, one side only.

7. Get into a group of 3 or 4 students. Brainstorm ideas for what might be helpful to put on your Hint Sheet for the Paper and Pencil part of Exam 1. Write your ideas below.

   Many possibilities including:
   - Your solutions to problems from the excellent Before-the-Session quiz from Session 5.
   - Your solutions to the problems labelled KEY problems in the practice Paper-and-Pencil problems.
   - Examples of how `for k in range(blah)` works.
   - Definitions and examples of constructing instances of a class; calling methods of an object; accessing instance variables of an object.
   - The distinction between the notations for calling a function and calling a method.
   - Examples of summing, counting, accumulating in graphics.
   - Examples of tracing code by hand.
   - The distinction between RETURN and PRINT.
   - What constitutes a TEST of a function.
   - What is a Unit Test? Why do Unit Tests?
   - What is Test-First Programming? Why do it?