Your name:

IMPORTANT: For Session 1 only, do this "Start-the-Session" quiz *WHILE YOU ARE WATCHING THE FOLLOW-ME VIDEOS*. (Normally you do the Start-the-Session quiz *before* you do the Follow-Me video exercises.) As always, check your answers to this quiz only AFTER you complete it, hence only AFTER you finish the Follow-Me videos.

- 1. **True** or **False** (circle one): In a *flipped* classroom, the instructor typically spends about half of each session lecturing.
- 2. What parts of software engineering will we cover in this class? Check all that apply.

	Marketing research Gathering requirements			
	Analyzing the problem Designing the software			
	Coding the software 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.	4. Write a statement that, when run (executed), would cause Hello, Mohammed! to appear on the Console.			
5.	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 <i>construct</i> a SimpleTurtle , as defined in the rg (short for <i>rosegraphics</i>) module, and give that constructed SimpleTurtle the name <i>alpha_turtle</i> .			
8.				

followed by what punctuation symbol? _____ Quiz continues on the back \rightarrow

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)	
10. To <i>call</i> the method <i>pen_</i> <i>beta_turtLe</i> , you would	•	object whose name is
	·	(fill in the blanks)
followed by what punctuat	ion symbol?	_
	constructed a SimpleTurtle Id would set the speed ins	and assigned the name mary to it. Stance variable of mary

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):

Constructing an object causes _____

An object's *methods* are what the object ______

An object's *instance variables* are what the object ______