CS303E Week 4 Worksheet: Selections

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`	$\dot{\mathbf{F}}$ in	_		,		_		,	-			ither T
(a) boo	ol("Tr	ue") e	valuate	s to Tr	rue.						
(b	(b) bool("False") evaluates to False.											
(c	(c) "True" and True are different types of objects.											
(d	d) The only possible Boolean values are True, False, and None.											
(e) No	None and "None" are equivalent.										
(f) Th	The order of the conditions in an if-elif-else block does not matter.										
(g	(g) The elif statement can be used multiple times within an if-elif-else block.											
(h) Th	e "not"	opera	tor is ı	used to	revers	e the le	ogical s	state of	f its op	erand.	
(i	,	sted if s						_	ced ins	side eac	ch othe	er, allow-
(j) Th	e elif st	tateme	nt requ	ires als	so usin	g an if	staten	nent an	d an e	lse stat	tement.
(k) Th	e else s	tateme	ent can	be use	ed with	out an	if stat	ement.			
(1	/	e = op erator i				-			for eq	uality,	while	the ==
	a	b	С	d	е	f	g	h	i	j	k	l
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Questions 2-11 are multiple choice. Each counts 2 points. Write the letter of the Ţ

BEST answer in the box on the next page. I JPPERCASE. Each problem has a single answer.	· ·
2. Can a variable declared within an if statement be ment?	e accessed outside of that if state-
A. Yes, it can.	
B. No, it cannot.	
C. It depends on whether the declaration execut	tes.
D. Only if the variable is defined as global.	

- 3. What is the result of the logical operation True and False?
- 4. Which logical operator in Python returns True if at least one of the operands is

D. Error

B. or C. not A. and D. is

B. False

5. When would you typically use a conditional expression in Python?

C. None

- A. When you need to execute a block of code repeatedly.
- B. When you need to iterate over a known sequence of elements.
- C. When you need to assign a value based on a condition.
- D. When you want to handle errors and exceptions.
- 6. What happens if none of the conditions in an if-elif-else block are met?
 - A. The program terminates.
 - B. The block of code associated with the else statement is executed.
 - C. The program moves to the next line of code outside the if-elif-else block.
 - D. An error is raised.

A. True

True?

- 7. When would you typically use an elif statement instead of multiple if statements?
 - A. When you want to provide a default block of code to execute when none of the previous conditions are met.
 - B. When you have multiple conditions to check, but only one of them should be executed.
 - C. When you need to execute a block of code repeatedly.
 - D. When you want to handle specific cases within a larger set of conditions.

- 8. Consider the expression $x \ge 0$ or y < 10. If we assume x is equal to 10, and y is equal to 5, then Python will evaluate... (hint: think of short-circuit evaluation)
 - A. Python will evaluate both conditions in left-right order to determine whether the expression is True.
 - B. Python will evaluate both conditions in right-left order to determine whether the expression is True.
 - C. Python will evaluate only the second condition, y < 10.
 - D. Python will evaluate only the first condition, $x \ge 0$.
- 9. Which of the following statements is true?
 - A. (x >= 5 and x < 15) is the same as (5 <= x < 15)
 - B. (y > 0 or y < -10) is the same as y > 0 and y < -10
 - C. (x > 0 or x < -5 and y < 0) is the same as ((x > 0 or x < -5) and y < 0) the parentheses make a difference in C!
 - D. A and C are both true
- 10. Which of the following is equivalent to the expression

$$(p + q > r)$$
 and $(s - t \le u)$?

- A. (p + q > r) and not (s t >= u) Note that if we want the *opposite* of (s t <= u),
- B. not (p + q < r) and $(s t \le u)$ of $(s t \ge u)$ would be equivalent to
- C. $(p q \le r)$ and (t s > u)
- D. not $((p + q \le r) \text{ or } (s t > u))$
- 11. What does the expression 5 + 10 * 2 // 3 4 evaluate to?
 - A. 6
- B. 7
- C. 8
- D. 9

2	3	4	5	6	7	8	9	10	11
C	В	В	C	В	В	D	A	D	В

then we'd do : (s - t > u). Because the opposite

 $(s - t \le u)$, because $(s - t \ge u)$ is the opposite, but

we 'not' it. Same with (p + q > r) and not (p + q <= r).

The following 6 questions require you to trace the behavior of some Python code and identify the output of that code. For each question, write the output for the code segment on the provided line.

```
12. (3 points)
   x = 10
                                       PEMDAS!
   y = 3
   z = (x ** 2) \% y + x // y + y
   print(z)
      7
                  Let's work this out:
13. (3 points)
                  not ((x + y) == (x * y) and (x % y) == (y // x))
                  not ((8) == (15) and (3) == (1))
   x = 3
                  not (False and False)
   y = 5
                  not False
   z = not ((x + y) == (x * y) and (x % y) == (y // x))
   print(z)
      True
14. (3 points)
                     result = 5 and (5 + 10 * 2 == 30) and (5 != True)
   x = 5
                     result = 5 and (5 + 20 == 30) and (5 != True)
   y = 10
                     result = 5 and False and True
   z = 2
                     result = False
                                                                  remember PEMDAS =)
   result = x and (x + y * z == 30) and (5 != True)
   print(result)
      False
```

```
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                                                 bool(0.0) and bool(0) are the same (both False).
                                                 So, bool(0.0)!= bool(0) will be False.
 I LOVE cows! So cute!
                                                 Thus, the 'if' does not trigger.
 15. (3 points)
                                                 not moomoo will be not None, which
                                                 evaluates to True. Because this elif
                                                 uses 'or', we only need one True condition,
     moomoo = None
                                                 so it triggers and prints milky.
     if moomoo == None and (bool(0.0) != bool(0)):
          print("cow")
     elif not moomoo or (moomoo == "None" and bool("lactoseIntolerant")):
          print("milky")
     else:
          print("udder")
        milky
 16. (3 points)
                                                    scooby is == 0. So, not scooby is not 0,
     snoopy, pluto, scooby = 6, 10, 0
                                                    which will evaluate to True in a boolean
                                                    context. Because the first if is 'or', and has
     if snoopy == pluto or not scooby:
                                                    'not scooby', which is True, the first if triggers.
          scooby = 1
                                                    so, scooby is 1. scooby == True, now,
     elif pluto > snoopy and not scooby:
                                                    will be 1 == True. Which is True!
          scooby = 2
                                                    note that if scooby was 2, 2 == True would
     if scooby == True:
                                                    be False. Same with any other number, other
          print("Coco")
                                                    than 1. Don't think you /need/ to know this,
                                                    just kind of cool.
     else:
          print("Charro")
        Coco
 17. (3 points)
                                                   For this question, we wanted you to think about
     cutie, patootie, silly = 5, 6, -1
                                                   which statements would and would not trigger.
                                                   cutie == 5 so the first one triggers. But even though
     if (cutie == 5):
                                                   patootie == 6, /because/ the second statement is an elif,
                                                   it is mutually exclusive with the first statement. So,
          silly += 3
                                                   since the first triggers, the second cannot.
     elif (patootie == 6):
          silly = 4
                                                   The third one triggers (silly -= 1),
                                                   and so does the fourth. But note that
     if (patootie > 0):
                                                   the fourth does *not* reassign a value to silly.
          silly -= 1
                                                    So, silly (-1) gets + 3 from the first statement, and -1 from
     if (cutie < 999):
                                                   the third. -1 + 3 - 1 = 1.
          silly + 1
     print(silly)
        1
```

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