

CPSC 110 RAT Chapter 4

Name: _____

1. What is a type?

- a. A line of code that the interpreter skips over
- b. Something associated with a variable that tells us what operations we can do with it
- c. A variable that has been given a value
- d. A bit of code that you have typed with a keyboard

2. Which is **not** an example of a type in Python?

- a. `line`
- b. `string`
- c. `float`
- d. `int`

3. If there are two strings called `city` and `state`, how could you join them together in one string?

- a. `city:state`
- b. `city .. state`
- c. `city + state`
- d. `city & state`

4. What is the difference between `int` and `float`?

- a. `float` values can have a decimal while `int` can't
- b. `int` values can be negative while `float` can't
- c. `float` is for storing text while `int` is for numbers
- d. `float` can store bigger numbers than `int`

5. What is the string type for?

- a. storing long numbers
- b. storing letters, words, or other textual information
- c. storing more than one number at a time
- d. programs that do more than one thing at a time

6. In the string "UMW", what is the index of the "U"?

- a. 1
- b. -1
- c. there isn't one
- d. 0

7. Which line of code sets a variable called "area" to the value of a variable called "length" times a variable called "width"?

- a. `length * width = area`
- b. `area = length * width`
- c. `length * width -> area`
- d. `area <- length * width`

8. How would you read an integer into a variable called size?

- a. `size = int(input("Enter size: "))`
- b. `size = input("Enter size: ").int()`
- c. `int(input("Enter size: ")) = size`
- d. `size = input("Enter size: ")`

9. What happens if you try to read in an integer, but the user types a word, like "goat" instead?

- a. The program will just use 0 for the integer
- b. The program will use 4 (the length of "goat") as the integer
- c. The program will stop with an error at that point
- d. Your computer will reboot itself

10. How would you round a variable called answer to 2 decimal places?

- a. `answer = round(2)`
- b. `float.rounded(2) answer`
- c. `int(answer)`
- d. `round(answer, 2)`