

CPSC 110 RAT Chapter 8

Name: _____

1. What is a library in programming?
 - a. A printed manual of code examples
 - b. A program that tests your code for bugs
 - c. A collection of functions and other things that you can use in your programs
 - d. A quiet place to work on your coding projects

2. What statement will let us use the math library, as long as we include "math." before the things we use?
 - a. import math
 - b. from math import *
 - c. from math import sqrt
 - d. open math

3. What statement will let us call just the sqrt function from the math library *without* needing to include "math." first?
 - a. import math
 - b. from math import *
 - c. from math import sqrt
 - d. open math

4. What statement will let us call *anything* from the math library without needing to include "math." first?
 - a. import math
 - b. from math import *
 - c. from math import sqrt
 - d. open math

5. How does one normally learn how to use a library in Python?
 - a. By reading the documentation for it on a web page
 - b. By reading a printed manual describing how to use it
 - c. By trial and error
 - d. Just by asking around

6. Why do programmers use libraries?

- a. It lets us be lazy and not have to solve problems that have already been solved
- b. It lets us be more productive and not have to start from scratch
- c. It allows us to share and build off the work of others
- d. All of the above

7. What does the randint function from the random library do in Python?

- a. It gives you **true random** numbers
- b. It gives you **pseudo-random** numbers
- c. It gives your program a random chance of working correctly
- d. It makes your program run commands in a random order