

15-110 S26 Check2 - Written Portion

Name:

AndrewID:

Complete the following problems in the fillable PDF, or print out the PDF, write your answers by hand, and scan the results. Also complete the programming problems in the starter file check2.py from the course website.

When you are finished, upload your check2.pdf to **Check2 - Written** on Gradescope, and upload your check2.py file to **Check2 - Programming** on Gradescope. Make sure to check the autograder feedback after you submit!

Written Problems

- [#1 - Evaluating Boolean Expressions - 10pts](#)
- [#2 - Code Tracing Conditionals - 15pts](#)
- [#3 - Circuit to Truth Table and Expression - 17pts](#)
- [#4 - While Loop Control Variable Values - 9pts](#)
- [#5 - Debugging While Loops - 9pts](#)

Programming Problems

- [#1 - numSign\(x\) - 10pts](#)
- [#2 - Flow Chart to Program - 15pts](#)
- [#3 - Interactive Program - 15pts](#)

Written Problems

#1 - Evaluating Boolean Expressions - 10pts

Can attempt after Booleans, Conditionals, and Errors lecture

For each of the following Boolean expressions, determine whether it evaluates to True, evaluates to False, or produces an error. Select just one answer - the **best** answer.

`(4 > 5) and ("foo" == "foo")`

- ☐ True
- ☐ False
- ☐ Error

`(10 > 0) or (0 == 1/0)`

- ☐ True
- ☐ False
- ☐ Error

`not (True and False)`

- ☐ True
- ☐ False
- ☐ Error

`(2 <= 5) and (4 + "a" == "4a")`

- ☐ True
- ☐ False
- ☐ Error

`("a" == "A") or (0 > 1)`

- ☐ True
- ☐ False
- ☐ Error

#2 - Code Tracing Conditionals - 15pts

Can attempt after Booleans, Conditionals, and Errors lecture

Given the following block of code, choose specific values for x, y, and z that would lead to the code printing A, B, C, D, E, or F. If one of the variables could be assigned to any value to achieve the result, write the word **anything** instead of a value. Fill out your answers in the table below. The first row has been provided as an example.

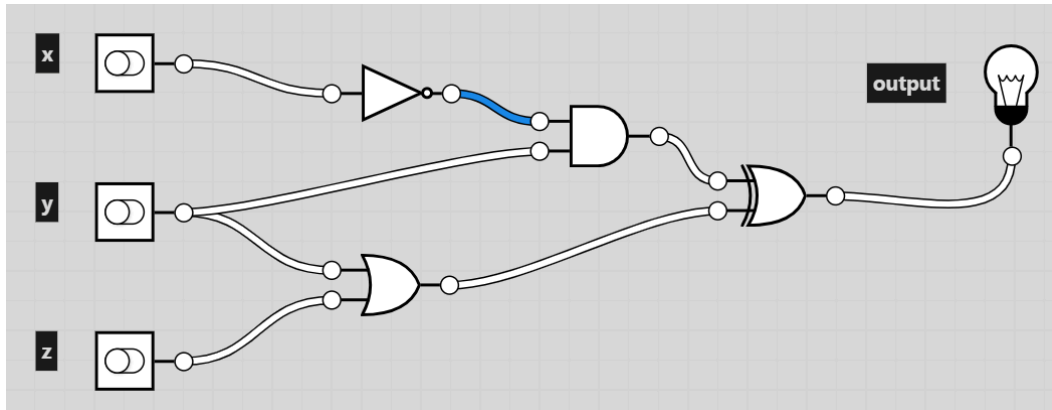
```
if x < 10:
    if y > 20:
        if z == "foo":
            print("A")
        else:
            if y % 2 == 0:
                print("B")
            else:
                print("C")
elif x < 100:
    print("D")
    if y < 0 and z == "bar":
        print("E")
    else:
        print("F")
```

Printed Result	x value	y value	z value
A	9	25	"foo"
B			
C			
D			
E			
F			

#3 - Circuit to Truth Table and Expression - 17pts

Can attempt after Circuits and Gates lecture

Fill out the truth table below to show all possible input combinations and all resulting outputs for the circuit shown here. You may not need to use all the rows.



x value	y value	z value	output value

Write a Boolean expression which is equivalent to the circuit above in the box below.

Note: it's fine to use normal Boolean terms (and/or/not/xor) instead of circuit operators.

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#4 - While Loop Control Variable Values - 9pts

Can attempt after While Loops lecture

Each of the following problem prompts could be implemented using a while loop. Identify the start value, continuing condition, and update action for the loop control variable you would use in that while loop. We've given an example of what this looks like in the first line. Assume that the loop control variable will be printed in the first line of the loop's body and no conditionals will be used.

Ex) Print the numbers from 1 to 10, inclusive of both.

A) Print all even numbers between 2 and 20, including 2 but not including 20.

B) Print the numbers from 10 to 1 (in that order), inclusive of both.

C) Print the numbers 3, 9, 15, 21.

Prompt	Start Value	Continuing Condition	Update Action
Ex	$x = 1$	$x \leq 10$	$x = x + 1$
A			
B			
C			

#5 - Debugging While Loops - 9pts

Can attempt after While Loops lecture

We've written a program **firstNonFactor(x)** that takes an integer x and returns the first positive number that is **not** a factor of x . For example, `firstNonFactor(6)` will return 4, because 1, 2, and 3 all divide 6, but 4 does not.

Unfortunately, our code has a bug. Find the code in your `check2.py` starter file (and also included below), then use the **debugging techniques** we discussed in recitation to determine what the bug is and how to fix it. Report your findings in the table below.

```
def firstNonFactor(x):
    factor = 1
    while x % factor != 0:
        factor = factor + 1
    return factor

def testFirstNonFactor():
    print("Testing firstNonFactor()...", end="")
    assert(firstNonFactor(2) == 3)
    assert(firstNonFactor(6) == 4)
    assert(firstNonFactor(2*3*4*5*6) == 7)
    assert(firstNonFactor(1) == 2)
    print("... done!")
```

What was the bug?	
How did you find it?	
How can you fix it?	

Programming Problems

For each of these problems (unless otherwise specified), write the needed code directly in the Python file in the corresponding function definition.

All programming problems may also be checked by running 'Run current script' on the starter file, which calls the function `testAll()` to run test cases on all programs. Before submitting, make sure your code runs without raising a syntax error; any syntax errors remaining in the code will lead to a deduction in your overall grade. Runtime and assertion errors will also affect the grades of individual problems. You should check your code this way for all future programming assignments as well.

#1 - `numSign(x)` - 10pts

Can attempt after Booleans, Conditionals, and Errors lecture

Write a function **`numSign(x)`** that takes a number as a parameter and **returns** a string representing its sign. More specifically, the function should return "positive" if the number is positive, "negative" if it is negative, and "zero" otherwise.

For example, `numSign(12)` should return "positive", `numSign(-0.5)` should return "negative", and `numSign(0)` should return "zero".

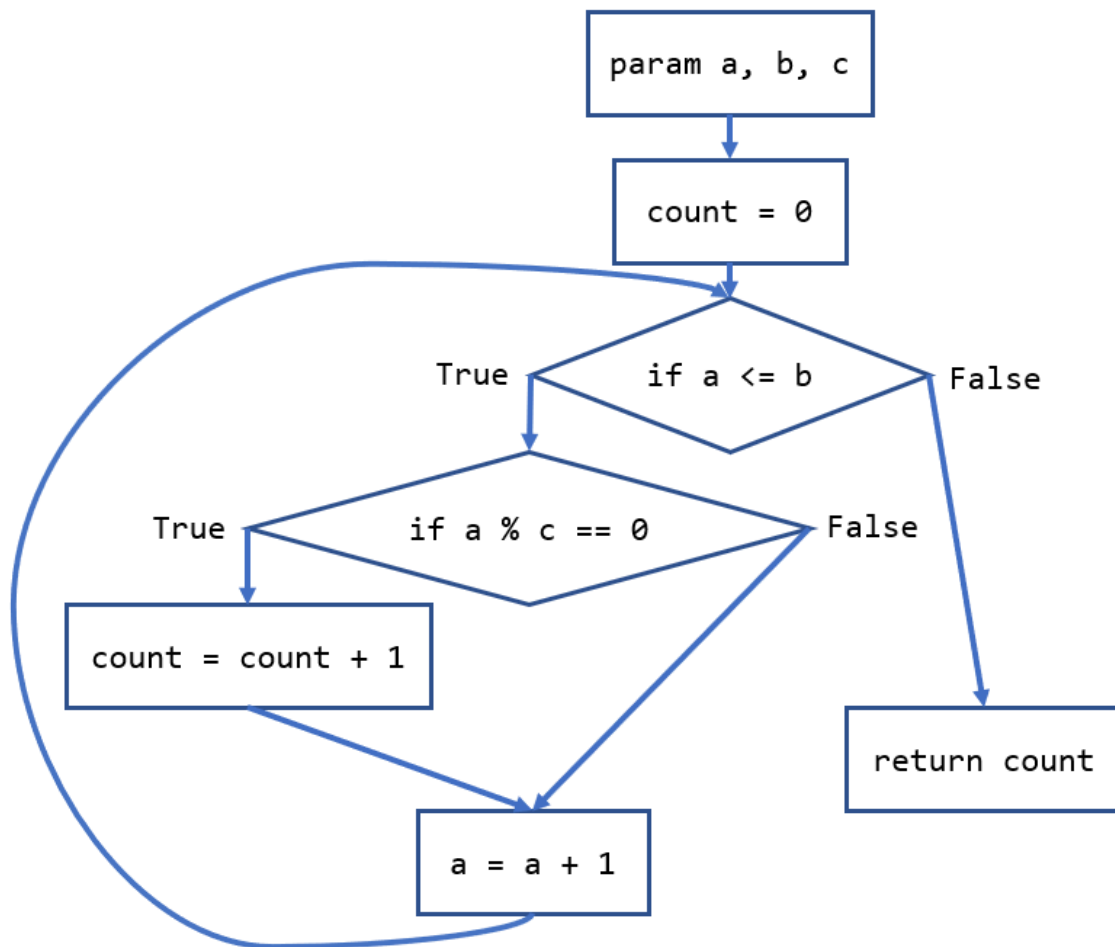
You are guaranteed that the function will only be called on ints and floats.

#2 - Flow Chart to Program - 15pts

Can attempt after While Loops lecture

Given the control flow chart below, write a function `mysteryFunction(a, b, c)` that implements the control flow chart correctly.

Note: make sure to run the test cases to see if you've implemented the code correctly! If the test case fails or your code loops infinitely, check whether your indentation matches what is expected here.



#3 - Interactive Program - 15pts

Can attempt after Booleans, Conditionals, and Errors lecture

In the function `interactiveProgram`, use the `input` function and conditionals to set up a short interactive program of your own design. This could be a very short choose-your-own-adventure story, or a BuzzFeed-style quiz, or whatever else you'd like! The only requirements are:

1. You must use the `input` function to collect information from the user at least three times.
2. The `interactiveProgram` function should take no parameters.
3. You must use **conditionals** somewhere in your code. There should be at least three `if`, `elif`, or `else` statements.
4. All the code for your interactive program must be in the `interactiveProgram` function (or functions that `interactiveProgram` calls). Do not put calls to `input` at the top level - this will break the autograder.