1. The _____ function reads a piece of data that has been entered at the keyboard and returns that piece of data, as a string, back to the program.
   a. input
   b. output
   c. eval_input
   d. string_input

2. In a print statement, you can set the _____ argument to a space or empty string to stop the output from advancing to a new line.
   a. stop
   b. end
   c. separator
   d. newline

3. After the execution of the following statement, the variable sold will reference the numeric literal value as a(n) _____ data type: sold = 256.752
   a. int
   b. float
   c. str
   d. currency

4. After the execution of the following statement, the variable price will reference the value _____.
   price = int(68.549)
   a. 68
   b. 69
   c. 68.55
   d. 68.54

5. The _____ design technique can be used to break down an algorithm into functions.
   a. subtask
   b. block
   c. top-down
   d. simplification

6. The _____ of a local variable is the function in which the variable is created.
   a. global
   b. defined
   c. local
   d. scope
Questions 7-10 refer to the following code (line numbers present for reference).

```
1  def average(first, second, third):
2      avg = (first + second + third) / 3
3      print("average is", avg)
4
5  def main():
6      x = float(input("First number? "))
7      y = float(input("Second number? "))
8      z = float(input("Third number? "))
9      average(x, y, z)
10     main()
```

7. Line 1 is the function ____________ for the function average.
   a. call
   b. header
   c. block
   d. parameter

8. In Lines 2 and 3, avg is a __________ variable to the function average.
   a. global
   b. constant
   c. defined
   d. local

9. In Line 1, first, second and third are ________________ for the function average.
   a. headers
   b. returns
   c. parameters
   d. arguments

10. In Line 9, x, y, and z are ________________ used when calling the average function from main.
    a. headers
    b. returns
    c. parameters
    d. arguments

11. It is recommended that programmers should avoid using _____ variables in a program when possible.
    a. local
    b. global
    c. string global
    d. keyword
12. What is the result of the following Boolean expression, if x equals 5, y equals 3, and z equals 8?
   \[ x < y \text{ or } z > x \]
   a. True
   b. False
   c. 8
   d. 5

13. What is the result of the following Boolean expression, if x equals 5, y equals 3, and z equals 8?
   \[ \text{not} (x < y \text{ or } z > x) \text{ and } y < z \]
   a. True
   b. False
   c. 8
   d. 5

14. A(n) _______________ character is a special character that is preceded with a backslash, appearing inside a string literal.

15. The result of the expression 12.3 + 6.7 is _______________.

16. When applying the .3f formatting specifier to the following number, 76.15854, the result is _______________.

17. A(n) _______________ statement will execute one block of statements if its condition is true, or another block if its condition is false.

18. A(n) _______________ -controlled loop causes a statement or set of statements to repeat as long as a condition is true.

19. Boolean variables are commonly used as _______________ to indicate whether a specific condition exists.
20. What is x after the following statements?

   \[
   x = 1 \\
   x *= x + 1
   \]

21. What is the output for y?

   \[
   y = 0 \\
   for i in range(0, 10):
       y += i
   
   print(y)
   \]

22. What will be displayed by after the following loop terminates?

   \[
   number = 25 \\
   isPrime = True \\
   i = 2 \\
   while i < number and isPrime:
       if number % i == 0:
           isPrime = False
       i += 1
   
   print("i is", i, "isPrime is", isPrime)
   \]

23. The following code displays ____________.

   \[
   age = 19 \\
   if age < 18:
       print("Minor")
   elif age >= 18 and age < 65:
       print("Adult")
   else:
       print("Senior Citizen")
   \]
24. Write code that will randomly generate a number between 0 and 100. If that number is greater than 50, output that it is “Too high”, otherwise, output “Too low”.

25. Write a function called `calculateAverage` that takes in three parameters `num1`, `num2` and `num3` and returns (not prints) the average of the three numbers.

26. Write a function called `compareNumbers` that takes in 2 parameters `num1` and `num2` and outputs the numbers in ascending order.
27. Given that \( n \) refers to a positive int, write a loop to compute the sum of the squares of the first \( n \) counting numbers, and associate this value with total. Thus if \( n \) equals 4, your code should put \( 1^2 + 2^2 + 3^2 + 4^2 \) into total.

28. Write a loop that asks the user to enter a series of positive numbers. The user should enter a negative number to signal the end of the series. The program should output whether each number entered is even or odd.