

Written Questions (Python)

These questions refer to the preliminary material and require you to load the skeleton program, but do not require any additional programming.

1. State the name of an identifier for:
 - a) A local variable in the function `RollDie` [1]
 - b) A function that returns multiple variables [1]
 - c) Four built-in functions used in the function `TakeItemFromOtherCharacter` [4]
 - d) A class that has exactly four attributes [1]
 - e) A constructor [1]
 - f) A variable used as a constant [1]
 - g) Two user-defined functions with four parameters [2]
 - h) A user-defined function, other than `Main`, that takes no arguments [1]
2. Explain the purpose of the following line in the `GetInstruction` subroutine: [2]

`Instruction = input("> ").lower()`
3. Explain the role of the variable `Moved` in the function `Go`. [3]
4. Explain the purpose of the command break used in the function `GetResultForCommand`. [2]
5. Using any example from the Skeleton Program, describe what it meant by the term *string concatenation*. [2]
6. Describe in detail the role of the procedure `DisplayInventory`. [5]
7. Describe the role of the variable `TempCharacter` in the function `LoadGame`. [3]
8. Explain why the `LowerLimitValue` in the function `RollDie` is initialised to zero. [3]
9. Explain the purpose of each of the two while loops in the function `ExtractCommand`. [5]
10. Describe the purpose of the first `for` loop in the function `CheckIfDiceGamePossible`. [4]
11. Describe the changes that would need to be made so that the game would output the text 'You are carrying nothing' if the player attempts to examine an empty inventory. [4]
12. Describe the changes that would need to be made to the function `GetInstruction` to ensure that a string of two or more characters has been entered before `GetInstruction` returns that string. [3]
13. Describe the effect of a file not being found during the function `LoadGame`. [2]

- END OF TEST -