

# FIRST QUIZ

Please read these instructions carefully; they will apply for all our quizzes, but we won't repeat them every time. You have 10 minutes from the start of class to complete this quiz.

Please read all the problems closely. If you have any questions on what a problem means, don't hesitate to ask us. Don't get bogged down on any one problem; if you have trouble on a problem, go on to the next one. Unless a problem specifically asks you to consider errors, you should assume that each problem is correct and solvable, and ask us if you believe otherwise.

Please write your answers clearly—we can't give you credit if we can't decipher what you've written. We'll give partial credit for partially correct answers, so writing something is better than writing nothing. But no question requires an answer longer than two sentences, so don't just write everything you know and hope that the right answer will be included somewhere; we will deduct points for needlessly long answers. Good luck!

## Problem 1 (5 points)

Each of the following statements claims to be a policy, procedure, or good advice for Informatics 41, but each is inaccurate, misguided, or wrongheaded in some way. Please change each statement (as little as possible) to make it an accurate statement on the same topic.

- (a) Buying a paper copy of the *How to Design Programs* textbook is required of all students.
- (b) Students in Informatics 41 should save any questions that come up during lecture until the last five minutes of class.
- (c) Student who have previous programming experience will find Informatics 41 easy and should feel free to skip class.
- (d) To get answers to course-related questions by e-mail, it's best to send messages to all four of these addresses: `kay@uci.edu`, `pattis@ics.uci.edu`, `awinblad@uci.edu`, `kstrasse@uci.edu`.
- (e) If one student in a pair-programming partnership feels less comfortable with the material than the other, the less comfortable student should sit back and let the other student get on with the job so they finish sooner.

(continued on reverse)

**Problem 2** (3 points)

Evaluate each of the following Scheme expressions. That is, what value does DrScheme display in the interactions window when you enter the expression or click Run?

(a) `(* 30 2)`

(b) `(+ 10 (/ 60 2))`

(c) `(* (- 8 3) (+ 8 3))`

**Problem 3** (2 points)

After evaluating the two Scheme expressions below, DrScheme displays one number. What is it?

```
(define TAXRATE 0.25)
(* 400 TAXRATE)
```