

What value is assigned to **ans** in the code below. I have done the first one for you.

	Write here		Write here
>> ans = 5 + 1;	6	>> ans = 5 + 1 * 2;	7
>> ans = 5 * 1;	5	>> ans = 5 + (1 * 2);	7
>> ans = 2 * 2 + 11 * 11	125	>> ans = (5 + 1) * 2;	12
>> ans = Inf;	inf	>> ans = Inf + 2;	Inf
>> ans = Inf + NaN;	NaN	>> ans = 2.0567;	2.0567
>> fish = 2; >> ans = fish + 1;	3	>> fish = 5; >> ans = fish /fish;	1
>> fish = 3; >> ans = 4 /(fish-3);	inf	>> fish = 7; >> ans = (fish- fish)/(fish- fish);	NaN
>> fowl = 3; >> ans = fowl + 3 + NaN;	NaN	>> fowl = 3; >> ans = fowl^2;	9
>> fowl = 3; >> fish = 2; >> ans = fowl + fish	5	>> fowl =7; >> fish = 5; >> ans = (fowl + fish) * 7	84
>> fowl =4; >> fish = 2; >> ans = fowl + (fish * 7)	18	>> fowl =4; >> fish = 4; >> ans = (fowl - fish)* 7;	0
>> fowl =4; >> ans = 2; >> ans = ans + fowl;	6	>> fowl =4; >> ans = 2; >> ans = ans + 17;	19
>> ans = 2; >> ans = ans^ans;	4	>> ans = 2; >> ans = ans-ans;	0

What of the following are **L**egal variable names, and which are **N**ot? I have done the first two for you.

	Write here		Write here
fish	L	At Swim two birds	N
AtSwimtwobirds	L	AtSwim2birds	L
@Swimtwobirds	N	fowl	L
At_Swim_two_birds	L	4x	N
Fork thine	N	fork thine	N
Fork?	N	some@some	N
Never^at	N	Never^@	N
Not%	N	N_o_T	L
X4	L	4_x	N

I am writing a program that does some genealogy. Among many other variables I need to record for my customer (who is always a man), are (a) the age at which his mother's mother died. What would be good a variable name for this?

a) **MothersAgeAtHerDeath**

Not Age

Not MothersAge

Not X

Not MAAHD

Not MothersAgeAtDeath (not clear whose death we are talking about, could be mothers age when son died)

What value is assigned to **ans** in the code below. I have done the first two for you.

	Write here		Write here
>> ans = 1 < 10;	1	>> ans = 1 > 10;	0
>> ans = 1 < 1;	0	>> ans = 1 <= 1;	1
>> ans = 1 < 1.5;	0	>> ans = 1 < round(1.53);	1
>> ans = 1 < min(1,999);	0	>> ans = 1 < min(1,inf);	0
>> 1 <= min(1,inf);	1	>> ans = 1 < 2 + rand;	1
>> kermite = 5; >> ans = kermite < 5	0	>> kermite = 5; >> ans = kermite <= 5	1
>> kermite = 11; >> ans = kermite < kermite	0	>> kermite = 55; >> ans = kermite == kermite	1
>> kermite = 5; >> ans = kermite ~= kermite	0	>> kermite = 5; >> ans = kermite ~= kermite^2	1
>> kermite = 5; >> piggy = 2; >> ans = kermite == piggy	0	>> kermite = 5; >> piggy = 2; >> ans = kermite ~= piggy	1
>> kermite = 5; >> piggy = 2; >> ans = kermite <= piggy	0	>> kermite = 5; >> piggy = 2; >> ans = kermite >= piggy	1
>> kermite = 5; >> piggy = 2; >> ans = kermite+ piggy <= Inf	1	>> kermite = 25; >> piggy = 21; >> ans = kermite + piggy <= Inf	1
>> kermite = 59; >> piggy = 27; >> ans = kermite+ piggy <= 85	0	>> kermite = 59; >> piggy = 27; >> ans = kermite+ piggy == 82	0

What value is assigned to **ans** in the code below.

	Write here		Write here
>> ans = max(2,5);	5	>> ans = max(abs(-5), 3)	5
>> fink_nottle = 0 >> ans = 1/ fink_nottle	inf	>> fink_nottle = 0 >> ans = fink_nottle / fink_nottle	NaN
>> fink_nottle = 0 >> ans = fink_nottle/1	0	>> fink_nottle = 12.12 >> ans = abs(fink_nottle)	12.12
>> fink_nottle = -12.17 >> ans = abs(fink_nottle) * -1	-12.17	>> fink_nottle = NaN; >> ans = 1 + fink_nottle	NaN
>> fink_nottle = 9 >> bingo_little = fink_nottle -1 >> ans = fink_nottle	9	>> fink_nottle = 9 >> bingo_little = fink_nottle -1 >> ans = fink_nottle + bingo_little	17
>> fink_nottle = 9 >> bingo_little = abs(fink_nottle) >> ans = fink_nottle	9	>> fink_nottle = -999 >> bingo_little = abs(fink_nottle) >> ans = bingo_little	999
>> fink_nottle = -99 >> bingo_little = abs(fink_nottle) >> ans = fink_nottle	-99	>> fink_nottle = -9 >> bingo_little = abs(fink_nottle) >> ans = fink_nottle + bingo_little	0