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| **Евалуациони**  **лист** | **Разред** | 7 | **Поглавље** | 3 | **Лекција** | 5 | **Одељење**  **\_\_\_\_\_\_\_\_\_** | |
| **Име ученика** | | | | | | **Датум** |  |

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| **Да ли су следеће реченице тачне или нетачне? Тачно Нетачно** | |
| 1. Растојање од центра до било које тачке круга се назива пречник круга. | 🞏 🞏 |
| 1. Кружнице које немају заједничких тачака али им се полупречници поклапају су концентричне кружнице. | 🞏 🞏 |
| 1. Сваки пролаз кроз петљу назива се интенција. | 🞏 🞏 |
| 1. Наредба:  >>> for i in range(1,10):   canvas.create\_line(i\*20,20,i\*20,200, width=2)  исцртава 9 вертикалних линија. | 🞏 🞏 |
| 1. Наредба:  >>> for i in range(0,300,60):   canvas.create\_rectangle(i,i,i+50,i+50, width=2)  исцртава 6 квадрата чије су странице 50 пиксела. | 🞏 🞏 |
| 1. Наредба:  >>> for i in range(1,100,20):   canvas.create\_oval(i, i, 200-i, 200-i)  исцртава 5 концентричних кругова. | 🞏 🞏 |
| 1. Наредбе:  >>> canvas.create\_oval(20,20,170,170, width=2)   >>> canvas.create\_oval(170,20,320,170, width=2)  исцртавају 2 круга која се додирују. | 🞏 🞏 |

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| **Select the correct answer** | |
| 1. The randint() function has two parameters: | ⭘ the first defines the highest value and the second the lowest one.  ⭘ the first defines the lowest value and the second the highest one.  ⭘ which must be equal. |
| 1. When displaying a random list of numbers: | ⭘ it is possible the code to generate a list with some same numbers.  ⭘ for sure the code will generate a list with same numbers.  ⭘ it can’t be the same number into the list more than once. |
| 1. The random module: | ⭘ can’t be used in combination with other modules.  ⭘ can be used in combination with other modules, such as pygame and tkinter modules.  ⭘ can only be used in combination with other modules. |
| 1. The following code is impossible to display on screen…   import random  for i in range(10):  print(random.randint(50,100)) | ⭘ the number 50.  ⭘ the number 50.1.  ⭘ the number 75. |
| 1. To create a circle with random color fill and random size in a specific position, we need first to define the variables: | ⭘ random\_color and random\_radius.  ⭘ random\_color, random\_radius and random\_pos.  ⭘ random\_color and random\_pos. |

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| **Are the following sentences true or false? True False** | |
| 1. To use a color in pygame module we don’t need to define its RGB value first. | 🞏 🞏 |
| 1. The function pygame.display.update()must be in the beginning of the code. | 🞏 🞏 |
| 1. The first parameter of PlaySound() function is a constant that tells the function what to and the second contains the audio data WAV file. | 🞏 🞏 |
| 1. To run a program correctly the audio must be in the same folder with Python file. | 🞏 🞏 |
| 1. We use pygame module to ply a sound file, but we can’t control its duration. | 🞏 🞏 |
| 1. We can use either pygame or tkinter modules to display text on screen. | 🞏 🞏 |
| 1. The font styles that uses the pygame are different than these o tkiner module. | 🞏 🞏 |
| 1. The second parameter of the create\_image() function, anchor, tells the function which edge of the image to use as the starting point. | 🞏 🞏 |
| 1. To play sound with tkinter module, you must first install Snack. | 🞏 🞏 |
| 1. the convert\_alfa() method of the pygame module, changes the pixel format of an image including per pixel alphas. | 🞏 🞏 |
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