Battleship

Reference the following code for the next few questions. The code correctly draws a map, but does not draw an X where the user guesses due to a bug.

```
def draw(x, y, M = 8, N = 6):
    i = 0
    while i < M:
        j = 0
        while j < N:
            if y == i and x == j:
                print("X", end = "")
            else:
                print(".", end = "")
            j += 1
        print() # just a newline because end="\n" by default
        i += 1

x = input("enter x: ")
y = input("enter y: ")
draw(x, y)
```

1. Assume the user types `3` and `4.0` as input; what will the types of the values in global variables `x` and `y` be, respectively?

   A. int, int B. int, float C. float, float D. str, str

2. What call would print a map with an `X` in the top-left corner?

   A. `draw(0, 0)` B. `draw(1, 1)` C. `draw(M = 1, N = 1)` D. `draw("top", "left")`

3. Calling `draw(-1, -1)` prints the equvalent of what?

   A. `print("." * (8*6))`

   B. `print(("."*6 + "\n") * 8)`

   C. `print(("."*8 + "\n") * 6)`

   D. `print("X" + ("."*8 + "\n") * 6)`

   E. `print(("."*8 + "\n") * 6 + "X")`

4. Which parameter to `draw` represents the width of the map?

   A. `x` B. `y` C. `M` D. `N`

Tic-Tac-Toe

The following code attempts to draw a tic-tac-toe board.

```
  X| |
  -+-+-
   | |
  -+-+-
   | |
```

```
def draw(x = 0, y = 0, move = "X"):
    i = 1
    while(i < 6):
        if i%2 == 0:
            print("-+-+-", end = "")
        else:
            j = 0
            while j < 5:
                if j % 2 != 0:
                    print("|", end = "")
                elif i == 2*x + 1 and j == 2*y:
                    print(move, end="")
                else:
                    print(" ", end = "")
                j += 1
        print()
        i += 1

x = input("Enter x: ")
y = input("Enter y: ")
move = input("Enter move (X or O): ")
```

5. Assume the user provides `2, 1.0` and `X` as inputs to x, y, and move respectively. What will be the types of the values in global variables x, y, and move?

    A. int, int, float

    B. int, float, float

    C. str, str, str

    D. int, float, str

6. What would the following function call evaluate to?

```
draw(x = 2, move = "O")
```

   A. `"O"` at the top-left corner of the board
   B. `"O"` at the bottom-left corner of the board
   C. `"O"` at the bottom-right corner of the board
   D. `"O"` at the top-right corner of the board
   E. `"O"` at the center of the board

7. Which of the following function calls would place an `"O"` at the bottom-right corner of the board?

   A. `draw(0, 0, "O")`
   B. `draw(2, 2)`
   C. `draw(1, 1, "O")`
   D. `draw(2, 2, "O")`
   E. `draw(3, 3, "O")`

8. What does the following function call evaluate to?

```
draw(-1, -1)
```

   A. Empty Board
   B. -1 at top-left corner
   C. `"X"` at bottom-right corner
   D. `"X"` at top left corner