1. Examine the following code. In the box to the right of the code, write down exactly what would be printed when it is executed:

```python
def aFunction(x):
    print(x)
    return x + 10
    print(20)
q = 5
x = q+5
y = aFunction(q)
print(y)
```

2. Examine the following code. In the box to the right of the code, write down exactly what would be printed when it is executed:

```python
board = []
row = [ '_' , '_' , '_' ]
for x in range(3):
    board.append(row)
board[1][1] = 'X'
board[0][0] = 'O'
for row in board:
    for item in row:
        print(item, end="\t")
    print()
```
3. Examine the following code that creates a window using tkinter. Below the code, draw the window that it creates, including all window decorations. You may draw arrows to specific elements if you feel the need to label them with descriptive text or names.

```python
from tkinter import *

class MyScreen:
    def __init__(self, myWin):
        self.var = StringVar()
        button1 = Button(myWin, text="see weather")
        frame = Frame(myWin)
        frame.pack(side=RIGHT)
        label1 = Label(frame, text="Temperature")
        label2 = Label(frame, text="Chance of precipitation")
        label1.grid(row=1, column=2)
        label2.grid(row=2, column=2)
        self.entry1 = Entry(frame)
        self.entry1.grid(row=2, column=4)
        button1.pack(side=RIGHT)

win = Tk()
win.title("CS 2316")
app = MyScreen(win)
win.mainloop()
```