```
# Ending message
if count == 4:
    display.clear()
    display.draw_text("You WON", scale=4,

else:
    display.clear()
    display.draw_text("You LOST", scale=4,
```
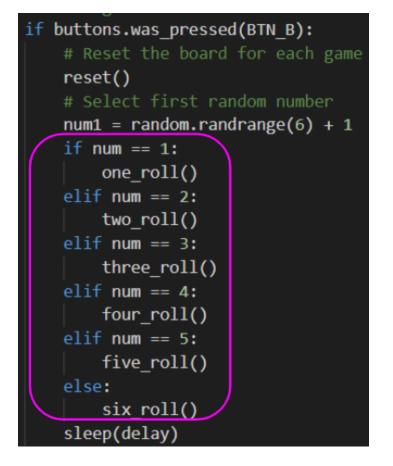
```
if buttons.was_pressed(BTN_B):
    # Reset the board for each game
    reset()
    # Select first random number
    num1 = random.randrange(6) + 1
    if num == 1:
        one_roll()
    elif num == 2:
        two_roll()
    elif num == 3:
        three_roll()
    elif num == 4:
        four_roll()
    elif num == 5:
        five_roll()
    else:
        six_roll()
    sleep(delay)
```

A 🌶️	
What would you call the function?	
What are the variables needed?	
What are the parameters?	
What are the local variables?	
Does it need a return?	
What will a function call look like?	

B 🌶️	
What would you call the function?	
What are the variables needed?	
What are the parameters?	
What are the local variables?	
Does it need a return?	
What will a function call look like?	

```
    pixels.set(3, BLACK)
if buttons.was_pressed(BTN_A):
    audio.mp3("sounds/welcome")
if buttons.was_pressed(BTN_B):
    display.show(pics.HAPPY)

sleep(delay)
display.fill(BLACK)
display.show("Press a Button!")
sleep(delay)
```

```
red = random.randrange(0, 255)
green = random.randrange(0, 255)
blue = random.randrange(0, 255)
color = (red, green, blue)

pixels.set(1, color)

how_many = 4
# turn off pixel LEDs
for lite in range(how_many):
    pixels.set(lite, BLACK)
```

C 🌶️

What would you call the function?	
What are the variables needed?	
What are the parameters?	
What are the local variables?	
Does it need a return?	
What will a function call look like?	

D 🌶️🌶️

What would you call the function?	
What are the variables needed?	
What are the parameters?	
What are the local variables?	
Does it need a return?	
What will a function call look like?	

```
while True:
    red = random.randrange(0, 255)
    green = random.randrange(0, 255)
    blue = random.randrange(0, 255)
    color = (red, green, blue)

    pixels.set(0, color)

    red = random.randrange(0, 255)
    green = random.randrange(0, 255)
    blue = random.randrange(0, 255)
    color = (red, green, blue)
```

```
if buttons.was_pressed(BTN_L):
    choice = 4
if buttons.was_pressed(BTN_R):
    choice = 5

my_image = my_list[choice]

if type(my_image) == tuple:
    display.fill(my_image)
else:
    display.show(my_image)
```

E 🌶️🌶️	
What would you call the function?	
What are the variables needed?	
What are the parameters?	
What are the local variables?	
Does it need a return?	
What will a function call look like?	

F 🌶️🌶️	
What would you call the function?	
What are the variables needed?	
What are the parameters?	
What are the local variables?	
Does it need a return?	
What will a function call look like?	

```python
def slideshow(topic):
    if topic == 1:
        the_list1 = dbacks_pos
        the_list2 = dbacks_players
        team = "Diamondbacks"
    else:
        the_list1 = rangers_pos
        the_list2 = rangers_players
        team = "Rangers"
    for index in range(len(the_list1)):
        display.clear()
        display.print(team)
        display.print(the_list1[index])
        display.print(the_list2[index])
        sleep(2)
    display.clear()
    display.print("End of list")
```

Example	
What is the parameter?	
Why is it a parameter?	
What are the local variables?	
Why are they local variables?	
What will a function call look like?	