Check Your Understanding -
Functions, Parameters and Local Variables

FIRIA LABS

Name:

Problem #1 🌶️

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?	
Write a function call:	

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

else:
    display.clear()
    display.draw_text("You LOST", scale=4,
```

Problem #2 🌶️

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?	
Write a function call:	

```
    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)
```

Problem #3 🌶️🌶️

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?	
Write a function call:	

```
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)
```

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Problem #4 🌶️🌶️

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?	
Write a function call:	

```python
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)
```

Problem #5 🌶️🌶️🌶️

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?	
Write a function call:	

```python
while True:
    # Start game with button B
    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)
```

Problem #6 🌶️🌶️🌶️

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?	
Write a function call:	

```python
if set_list == "a":
    my_image = a_list[choice]
else:
    my_image = b_list[choice]

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

if buttons.was_pressed(BTN_R):
    choice = choice + 1
    if choice > LAST_INDEX:
        choice = 0
```