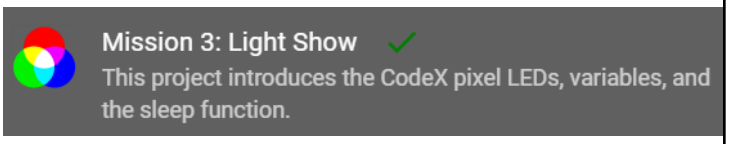
Name:

Mission 3 Assignment – Light Show	
Your CodeX has 4 RGB LEDs along its top edge. You can set these LEDs to any color under the sun. Look over the mission reminders. Then go to Mission 3 and get started.	
1. Complete Objective #1. Read ALL the information for each objective! You do not need the CodeX for this part of the lesson.	
What does RGB stand for, **and** what are they used for?	
What are the 8 built-in colors mentioned so far?	
2. Complete Objective #2 and Objective #3. Read ALL the information for each objective!	
What does “sequentially” mean?	
3. Complete Objective #4. Read ALL the information for the objective!	
Why do you see only the last color when you run the code?	
4. Complete the Quiz and Objective #5. Read ALL the information for the objective, and watch the video.	
What does the CodeSpace debugger let you do?	
5. Complete Objective #6 and Objective #7. Read ALL the information for each objective!	
6. Complete Objective #8. Use CodeTrek if you aren’t sure what to do.	
What is a “literal”?	
What is a “variable”?	
How do you define a variable?	
7. Complete the Quiz.	
8. Complete Objective #9. Use CodeTrek if you need a hint. There are more built-in colors than the 10 listed in Objective #1. Here is a list of all built-in colors: BLACK, BROWN, RED, ORANGE, YELLOW, GREEN, BLUE, PURPLE, GRAY, WHITE, CYAN, MAGENTA, PINK, LIGHT_GRAY, DARK_GREEN, DARK_BLUE	
After you create a flashing warning sign, paste a snippet of your final code:	

What errors did you have while working on this program? Make a list of each error and how you fixed it. (Add more rows if needed).	

Error	How it was fixed

Extension – Light Show

Your CodeX has 4 RGB LEDs that can be set to any color under the sun. Mission 3 used built-in colors, but you can set your own colors using RGB. Go through the slides that discuss RGB and set your own colors.

Modify your code to use functions and/or your own colors. Be creative and make your code really fun. If you encounter errors, add them to the table above. Paste a snippet of your modified code:	

Wrap Up – Clearing the CodeX

You will share the CodeX with other students, and whatever the last program you run on the CodeX remains on the CodeX. Go through the Clearing the CodeX slides to learn how to "erase" your code at the end of each day. Create the program and run it before you go to your daily reflection.

SUCCESS CRITERIA:

- ❏ Define RGB, literal, and variable
- ❏ Define and use a variable used in sleep()
- ❏ Define and use a variable for color that is changed and used multiple times
- ❏ Debug any errors in the code and keep a debugging table
- ❏ Write a program, run it, and save it to the CodeX