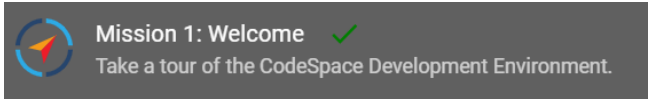
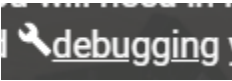

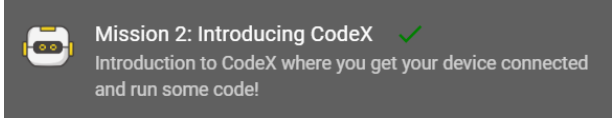
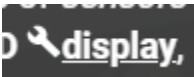
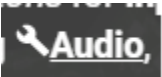




Name:

Mission 1 & Mission 2 Assignment	
<p>Welcome to CodeX and programming with Python! To get started on your journey, open the Codespace programming environment and log in to your account.</p>	<p>If this is your first time on CodeSpace, follow these instructions</p>
<p>1. Start Mission #1: Welcome to CodeSpace</p>	 <p>Mission 1: Welcome ✓ Take a tour of the CodeSpace Development Environment.</p>
<p>2. Complete Objective #1 & Objective #2. Read ALL the information for each objective!</p>	
<p>3. Complete Objective #3. Read ALL the information for the objective!</p>	
<p>Click on the debugging tool and read the information. Paste a snippet of the definition</p>	
<p>Scroll below the image and read about the debugger. Paste a snippet of the paragraph.</p>	
<p>4. Complete Objective #4. Read ALL the information for the objective! Complete the Quiz</p>	
<p>5. Start Mission #2: Introducing CodeX</p> <p>Read ALL the information for every objective!</p>	 <p>Mission 2: Introducing CodeX ✓ Introduction to CodeX where you get your device connected and run some code!</p>
<p>6. Complete Objective #1. Read ALL the information for the objective!</p>	
<p>Click on “display” and read about it. What is something you learned about “display”?</p>	
<p>Click on “audio” and read about it. What is something you learned about “audio”?</p>	
<p>Click on “LEDs” and read about it. What is something you learned about “LEDs”?</p>	

7. Complete Objective #2. Read ALL the information for the objective!	
What are some hints for handling your CodeX?	
8. Complete Objective #3. Read ALL the information for the objective!	
What is a CPU?	
What are some common peripherals?	
9. Complete Objective #4 & Objective #5. Read ALL the information for each objective! You will connect the CodeX to your laptop or computer.	
10. Complete Objective #6 & Objective #7. Read ALL the information for each objective! You will create a file for your first program. Complete the Quiz.	
11. Complete Objective #8. Type the code from the CodeTrek	
12. Complete Objective #9. Click on  to see all 10 pre-built images.	
After you change the image to MUSIC to meet the objective, change the image to something else. Paste a snippet of your final code:	
Clear the CodeX! Follow these instructions to “wipe” the program from the CodeX.	

SUCCESS CRITERIA:

- Identify major parts of the CodeSpace interface: Mission Bar, Objective Panel, text editor, CodeTrek, Toolbox, and Lesson Navigation Controls
- Successfully connect and disconnect the CodeX using the USB-C cable.
- Identify major parts of the CodeX: USB connector, LCD Grid, CPU
- Write a program, run it, and save it to the CodeX