|  |  |  |
| --- | --- | --- |
| **AP CSP Python with CodeX**  **Mission 8 Assignment** | | **Name:** |
| **Getting Started** | | |
| In this project you will create a random number generator. Instead of selecting messages, the computer will decide for you! **During this lesson you will complete all the goals.** | | |
| **Mission 8 : Answer Bot Objectives** | | |
| Complete Objective 1  Look at the code in CodeTrek. Can you predict the error?  Write your predicted error in the space provided.  Create the file and run the code.  What is the error? Was your prediction correct? |  | |
| Complete Objective 2 Read ALL the information and take notes as needed.  Two ways are given to fix the TypeError. What are they?  *Change the code. Use CodeTrek if needed.* |  | |
| Complete Objective 3 Click on random to add it to your toolbox.  Give several functions available in the random module.  What is the range of numbers for randrange(10)?  How do you scale up the size of text?  *Complete the code. Use CodeTrek if needed.* |  | |
| Complete Objective 4  *Complete the code. You should be able to do this objective on your own. Use CodeTrek if needed.* |  | |
| Complete Objective 5  *Complete the code. How much can you do on your own without using CodeTrek?* | *The example in the Objective Panel is for a list of lunch items. Choose a different question, and create a list of answers. Each item in the list is a string, so use quotation marks.* | |
| Take the quiz. How did you do? Is there a concept you need to review? |  | |
| Complete Objective 6  Read ALL the information, and take notes as needed.  *Complete the code. NOTE: You do NOT need to type in COLOR\_LIST!* |  | |
| Complete Objective 7  Read ALL the information and take notes as needed.  What does random.choice() do?  *Complete the code. NOTE: Remember to use random.choice() for the item in your answers lists as well as COLOR\_LIST.* |  | |
| Go to the Sandbox. Then add the following to your program:   * Clear the screen before each new answer. * Create a function for the code that selects random colors for each pixel. * Add another if statement for a button press (other than A) to stop the loop and end the program (a kill switch). * Clear the display screen and turn off pixels when the program ends.   Challenge: Use a while loop in the function for pixel colors, instead of repeating the same line of code 4 times.  Run the program and make sure there are no bugs before submitting. | | |
| Submit the ***Answer\_bot*** program to the teacher. | | |