FIRIA LABS MISSION 13 LOG

Pre-Mission Preparation	
In this mission you will use CodeX as a controller to start and end a race. With batteries CodeX can go anywhere! What is something you might want the CodeX to do or control?	
Mission Objective #1	
What are some requirements for CodeX as a race controller?	
Mission Objective #2	
What is the list in this objective used for?	
What do you do to remember the previous menu index?	
Mission Objective #3	
Explain the difference between local and global variables.	
What statement needs to be included when changing a global variable in a function?	
Mission Objective #5	
How do you "erase your tracks"?	
Mission Objective #6	
What are some things you initialize in this program?	
Mission Objective #7	
What are three functions in the soundlib module?	1. 2. 3.

Is the tone variable local or global?	
Mission Objective #8	
How is a for loop different from a while loop?	
How is a for loop the same as a while loop?	
Mission Objective #9	
What argument do you add to the "get_mp3" statement so the music does not automatically play? Check the hint!	

Post-Mission Reflection

You can now make a GUI on CodeX! This is a very useful skill that you can apply to many other programs. What are some other programs you have already created, or might create, that could use a GUI?	
A GUI is an example of Abstraction. Explain how a GUI is an abstraction.	
What are three things you did to work through struggles and complete the program?	1. 2. 3.