Name:



Pre-Mission Preparation			
Mission 9 introduced functions, parameters and arguments. What is function?	s a		
What is the difference between a parameter and an argument?			
Remix Step 1: Review your code fro	m Missi	on 9	
Mission 9: Game Spinner What does this program do?			
What programming concepts did y learn and use?	ou		
Remix Step 2			
Describe what your remix project v	vill do:		
Remix Step 3: Plan your code. Wha	t function	ons, variables, lists a	and buttons will you use in the project?
What variables will you use in the project? Fill in the chart.  You do not need to fill in every line, or you can add more.		Variable Name	What it will be used for:
\\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\			
What list or lists will you use in the	project?	? add more if neede	
List name:	project?	·	d.
·	· ·	ms:	.d.

What functions will you define and call to divide up your code and use abstraction?	Function name	What it will do	
Add more rows for functions as needed.			
What buttons will you use in the project?  You do not need to fill in every line if you	Button	What it will be programmed to do:	
won't use all the buttons.	Batton	What it will be programmed to do.	
Remix Step 4: Write your code			
Use the sandbox when you write the	code. Write just a f	ew lines at a time and test often.	
Remix Step 5: Commenting and feedback			
Documentation	Make sure your code is readable by adding blank lines		
	Add commexplain wh	nents to sections of your code that nat they do	
Peer feedback	Get feedback from two (or more) people. You can be one of the peer reviewers.		
Peer Review #1 Name:			
What do you like about the program – be specific!			
Give at least one suggestion. Begin with "what if" or "maybe you could"			

Peer Review #2 Name:	
What do you like about the program – be specific!	
Give at least one suggestion. Begin with "what if" or "maybe you could"	
Review the comments. Then take time to in	nprove or add to your project.
Post-Mission Reflection	
How did you use functions in your remix project?	