

Name: _____



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 Activity: Objective #1

What are some requirements for CodeX as a race controller?

Mission Activity: Objective #2

What is the list in this objective used for? _____

What do you do to remember the previous menu index? _____

Mission Activity: 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 Activity: Objective #5

How do you “erase your tracks”? _____

Mission Activity: Objective #6

What are some things you should initialize in this program? _____

Mission Activity: Objective #7

What are three functions in the soundlib module? _____

Is the tone variable local or global? _____

Mission Activity: Objective #8

How is a for loop different from a while loop? _____

How is a for loop the same as a while loop? _____

Mission Activity: Objective #9

What argument do you add to the “get_mp3” statement so the music does not play automatically? (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 example of abstraction: _____

What are three things you did to work through struggles and complete the program?

- 1) _____
- 2) _____
- 3) _____