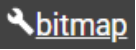




Pre-Mission Preparation


In this mission you will use loops to create beautiful and interesting art. In previous missions, you learned how to draw with lines, circles and rectangles. How do you think you can use loops to create art?

Mission Objective #1

Click on the  **bitmap** tool and read about graphics bits. List two facts you learned while reading about **Bitmap**:

Type the four lines of code into the Console. What value (tuple) is printed for c?

Mission Objective #2

Click on  **pixels** and read about pixels. Write the definition of pixel:

Mission Objective #3

Explain what a magic number is.

What can you do to avoid magic numbers?

Mission Objective #4

What type of answer is `display.width/2`?

How do you change it to an integer?

Mission Objective #5

What does the 10 do in the code?

```
y = 20  
for x in range(0, display.width, 10):  
    display.set_pixel(x, y, WHITE)
```

Mission Objective #6

What information is needed to draw a line using `display.draw_line()`?

What information is needed to draw a box using `display.draw_rect()`?

Post-Mission Reflection

You have learned a lot about pixel art! How did you use your creativity to complete the program?

This program can be frustrating. How did you manage your frustrations and work through problems?