

Name: _____



FIRIA LABS MISSION 14 LOG

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, rectangles and circles. How do you think you can use loops to create art? _____

Mission Activity: Objective #1

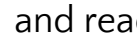
Click on  and read about graphics bits. List two facts you learned:

_1) _____

_2) _____

Type the code in the Console. What tuple is printed for c: _____

Mission Activity: Objective #2

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

Mission Activity: Objective #3

Explain what a magic number is: _____

What can you do to avoid magic numbers? _____

Mission Activity: Objective #4

What type of answer is “display.width/2”? _____

How do you change it to an integer? _____

Mission Activity: 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 Activity: 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? _____
