

### Mission 3 - Pre-Flight Check Review Questions

1	Select the computer science definition of: EMBEDDED SYSTEMS PROGRAMMING	<ul style="list-style-type: none"> <li>a. Repeating a sequence of some kind.</li> <li>b. Named values that don't change during program execution.</li> <li>c. Code that runs one line at a time, in order.</li> <li>d. Code that runs on a tiny microcontroller inside an electronic device.</li> </ul>
2	Select the computer science definition of: SEQUENCE	<ul style="list-style-type: none"> <li>a. Repeating a sequence of some kind.</li> <li>b. Named values that don't change during program execution.</li> <li>c. Code that runs one line at a time, in order.</li> <li>d. Code that runs on a tiny microcontroller inside an electronic device.</li> </ul>
3	Select the computer science definition of: ITERATION	<ul style="list-style-type: none"> <li>a. Repeating a sequence of some kind.</li> <li>b. Named values that don't change during program execution.</li> <li>c. Code that runs one line at a time, in order.</li> <li>d. Code that runs on a tiny microcontroller inside an electronic device.</li> </ul>
4	Select the computer science definition of: CONSTANT	<ul style="list-style-type: none"> <li>a. Repeating a sequence of some kind.</li> <li>b. Named values that don't change during program execution.</li> <li>c. Code that runs one line at a time, in order.</li> <li>d. Code that runs on a tiny microcontroller inside an electronic device.</li> </ul>
5	What does this code do? <code>sleep(0.1)</code>	<ul style="list-style-type: none"> <li>a. Pauses the program for 0.1 seconds</li> <li>b. Pauses the program for 1 second</li> <li>c. Turns off the drone motors for 0.1 seconds</li> <li>d. Disables the LEDs for 1 second</li> </ul>
6	What does this code do? <code>leds.set(0, 0)</code>	<ul style="list-style-type: none"> <li>a. Turns on LED 0</li> <li>b. Turns off LED 0</li> <li>c. Blinks LED 0</li> <li>d. An error occurs</li> </ul>
7	What does this code do? <code>leds.set(1, 50)</code> <code>sleep(0.1)</code> <code>leds.set(1, 0)</code>	<ul style="list-style-type: none"> <li>a. Turns on the 1st and 2nd LEDs</li> <li>b. Pauses the program while the LED turns on and off</li> <li>c. Blinks the first LED</li> <li>d. Blinks the second LED</li> </ul>
8	What code will turn on the LED by the USB connector?	<ul style="list-style-type: none"> <li>a. <code>leds.set(0)</code></li> <li>b. <code>leds.status(0)</code></li> <li>c. <code>leds.set_status(50)</code></li> <li>d. <code>leds.set_status(1, 50)</code></li> </ul>
9	What code will play a note on the speaker?	<ul style="list-style-type: none"> <li>a. <code>spkr.pitch(440)</code></li> <li>b. <code>spkr.beep(G5)</code></li> <li>c. <code>speaker.beep(440, 200)</code></li> <li>d. <code>speaker.beep(G5)</code></li> </ul>

10	What line of code defines a constant?	<ul style="list-style-type: none"> <li>a. G5 = 784</li> <li>b. sleep(0.1)</li> <li>c. from time import sleep</li> <li>d. for n in range(8):</li> </ul>
11	What makes up an RGB color?	<ul style="list-style-type: none"> <li>a. (red, yellow, blue)</li> <li>b. (red, green, blue)</li> <li>c. (pixel)</li> <li>d. pixels.set()</li> </ul>
12	Given the code, how many times will "hello" print? <pre>x = 0 while x &lt; 5:     print('hello')     x = x + 1</pre>	<ul style="list-style-type: none"> <li>a. 1 time</li> <li>b. 4 times</li> <li>c. 5 times</li> <li>d. An error occurs</li> </ul>
13	What is the code for an infinite loop?	<ul style="list-style-type: none"> <li>a. while x &lt; 4:</li> <li>b. while True:</li> <li>c. for n in range(3):</li> <li>d. for n in (RED, GREEN, BLUE):</li> </ul>
14	Given the code, what are the values of range? <pre>range(4)</pre>	<ul style="list-style-type: none"> <li>a. 1, 2, 3, 4</li> <li>b. 1, 2, 3</li> <li>c. 0, 1, 2, 3</li> <li>d. 0, 1, 2, 3, 4</li> </ul>
15	Given the code, what are the values of n that are printed? <pre>for n in range(3):     print(n)</pre>	<ul style="list-style-type: none"> <li>a. 1, 2, 3</li> <li>b. 0, 1, 2</li> <li>c. 0, 1, 2, 3</li> <li>d. 1, 2</li> </ul>
16	What code will set the 2nd pixel RED?	<ul style="list-style-type: none"> <li>a. pixels.set(2, RED)</li> <li>b. pixels.set(RED, 2)</li> <li>c. pixels.set(1)</li> <li>d. pixels.set(1, RED)</li> </ul>
17	What code will turn off the last pixel?	<ul style="list-style-type: none"> <li>a. pixels.set(8, BLACK)</li> <li>b. pixels.set(8, off)</li> <li>c. pixels.off()</li> <li>d. pixels.set(7, BLACK)</li> </ul>
18	What does this code do? <pre>for color in (RED, GREEN, BLUE):     for n in range(8):         pixels.set(n, color)         sleep(0.05)</pre>	<ul style="list-style-type: none"> <li>a. Sets each pixel red, then green, then blue</li> <li>b. Blinks each pixel three times</li> <li>c. Sets one pixel red, the next green, then next blue and so forth</li> <li>d. An error will occur</li> </ul>

19	What does this code do? <code>pixels.fill(WHITE, brightness=50)</code>	<ul style="list-style-type: none"><li>a. Turns the first pixel white, the others off</li><li>b. Turns all LEDs on with a brightness of 50</li><li>c. Turns all pixels white with a brightness of 50</li><li>d. Blinks all pixels white 50 times</li></ul>
20	Besides a number, a pixel can also be referenced using:	<ul style="list-style-type: none"><li>a. A constant for its position</li><li>b. Its position</li><li>c. A constant for its color</li><li>d. Its brightness level</li></ul>