


## CodeAIR Unit 1 Review Questions

### Vocabulary:

1	Select the computer science definition of: PERIPHERAL	<ul style="list-style-type: none"><li>a. Notes to the programmer that explains what is happening</li><li>b. Instructions to the computer</li><li>c. A device that gives input or output</li><li>d. A library that contains pre-loaded code</li></ul>
2	Select the computer science definition of: CODE	<ul style="list-style-type: none"><li>a. Notes to the programmer that explains what is happening</li><li>b. Instructions to the computer</li><li>c. A device that gives input or output</li><li>d. A library that contains pre-loaded code</li></ul>
3	Select the computer science definition of: COMMENT	<ul style="list-style-type: none"><li>a. Notes to the programmer that explains what is happening</li><li>b. Instructions to the computer</li><li>c. A device that gives input or output</li><li>d. A library that contains pre-loaded code</li></ul>
4	Select the computer science definition of: MODULE	<ul style="list-style-type: none"><li>a. Notes to the programmer that explains what is happening</li><li>b. Instructions to the computer</li><li>c. A device that gives input input or output</li><li>d. A library that contains pre-loaded code</li></ul>
5	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>
6	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>
7	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>
8	Select the computer science definition of: ITERATION	<ul style="list-style-type: none"><li>a. Repeating a sequence of some kind.</li><li>b. Code that runs one line at a time, in order.</li><li>c. A sequence of numbers you can loop over.</li><li>d. A loop that doesn't stop because the condition is always True</li></ul>

9	Select the computer science definition of: INFINITE LOOP	<ul style="list-style-type: none"> <li>a. Repeating a sequence of some kind.</li> <li>b. Code that runs one line at a time, in order.</li> <li>c. A sequence of numbers you can loop over.</li> <li>d. A loop that doesn't stop because the condition is always True</li> </ul>
10	Select the computer science definition of: RANGE	<ul style="list-style-type: none"> <li>a. Repeating a sequence of some kind.</li> <li>b. Code that runs one line at a time, in order.</li> <li>c. A sequence of numbers you can loop over.</li> <li>d. A loop that doesn't stop because the condition is always True</li> </ul>

Python Coding:

1	In CodeSpace, where will you type Python code?	<ul style="list-style-type: none"> <li>a. Objective panel</li> <li>b. Objective goals</li> <li>c. Text editor</li> <li>d. Toolbox</li> </ul>
2	In CodeSpace, where will you find instructions?	<ul style="list-style-type: none"> <li>a. Objective panel</li> <li>b. Objective goals</li> <li>c. Text editor</li> <li>d. Toolbox</li> </ul>
3	 This icon is used for:	<ul style="list-style-type: none"> <li>a. Hints</li> <li>b. CodeTrek</li> <li>c. Toolbox</li> <li>d. Run</li> </ul>
4	All of the following are peripherals on CodeAIR EXCEPT:	<ul style="list-style-type: none"> <li>a. Sensors</li> <li>b. LEDs</li> <li>c. CPU</li> <li>d. Buttons</li> </ul>
5	What does this code do? <pre>from codeair import *</pre>	<ul style="list-style-type: none"> <li>a. Provides access to built-in codeair code</li> <li>b. Turns on the codeair LEDs</li> <li>c. Imports asterisks from the codeair</li> <li>d. Tells the computer to run the code</li> </ul>
6	What is the result of this code? <pre>leds.set(1, 10)</pre>	<ul style="list-style-type: none"> <li>a. Turns the first blue LED to 10% brightness</li> <li>b. Turns the second blue LED to 10% brightness</li> <li>c. Turns the 10th blue LED to 1% brightness</li> <li>d. Causes an error</li> </ul>
7	What is the result of this code? <pre>leds.set(0)</pre>	<ul style="list-style-type: none"> <li>a. Turns the first blue LED off</li> <li>b. Turns the last blue LED off</li> <li>c. Turns off all blue LEDs</li> <li>d. Causes an error</li> </ul>
8	What code will play a note on the speaker?	<ul style="list-style-type: none"> <li>a. spkr.pitch(440)</li> <li>b. spkr.beep(G5)</li> <li>c. speaker.beep(440, 200)</li> <li>d. speaker.beep(G5)</li> </ul>

9	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>
10	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>
11	Given the code, how many times will "hello" print? <pre>x = 1 while x &lt; 5:     print('hello')</pre>	<ul style="list-style-type: none"> <li>a. 1 time</li> <li>b. 4 times</li> <li>c. 5 times</li> <li>d. Infinite loop</li> </ul>
12	Given the code, how many times will "hello" print? <pre>x = 1 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. Infinite loop</li> </ul>
13	Given the code, what are the values of <b>n</b> that are printed? <pre>for i in range(5):     print(i)</pre>	<ul style="list-style-type: none"> <li>a. 1, 2, 3, 4, 5</li> <li>b. 0, 1, 2, 3, 4</li> <li>c. Causes an error</li> <li>d. Infinite loop</li> </ul>
14	What code will set the 3rd pixel BLUE?	<ul style="list-style-type: none"> <li>a. pixels.set(2, BLUE)</li> <li>b. pixels.set(BLUE, 2)</li> <li>c. pixels.set(3, BLUE)</li> <li>d. pixels.set(BLUE, 3)</li> </ul>
15	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>