

Vocabulary By Mission

Mission 9 – Game Spinner	
Logical Operator	Operators that handle combinations of Boolean results: and , or (not)
Function	A named chunk of code you can run anytime just by calling its name; also called a procedure
Parameter	A local variable in a function that receives a value passed into the function when it is called; information the function needs to complete its task
Argument	The value passed into a function – information the function needs to complete its task. An argument can be a literal value, a variable, or an expression.
Control Variable	A variable used in a condition that determines when a loop will end; must be incremented or changed inside the loop.
Mission 10 – Reaction Time	
Computer clock	Electronic clock circuits; the heartbeat of the computer. The tick of the clock moves through the code one line at a time. It is also used in the sleep function, scheduled activities within the CPU, and everything timing related on the computer.
Mission 11 – Spirit Level	
Accelerometer	A sensor chip that detects motion, impacts, and orientation; a device that measures proper acceleration.
Tuple	A read-only version of a list, indicated with parenthesis, and has items you can access with an <i>index</i> .
Mission 12 - Night Light (Blue vocabulary is optional -- not required to complete the mission)	
Light Sensor	A sensitive electronic device that measures the amount of light falling on it.
Analog	Infinite variation in something, like hot to cold or light to dark; smooth and continuous signals that represent a quantity, like sound waves
Digital	A numerical representation of an analog signal, represented in increments
ADC	analog to digital conversion