Links to Kahoots and Unit Tests

Mission 1, 2, 3	https://create.kahoot.it/share/firia-labs-mission-1-2-3/62a9d2e7-2452-4f2b-b29c-bd08de6be795
Mission 4	https://create.kahoot.it/share/firia-labs-mission-4/98961e05-e6e6-435a-90ca-0f01a2d757ef
Mission 5	https://create.kahoot.it/share/firia-labs-mission-5/9b0dba3c-afa2-4174-8af7-e227b949e3bf
Unit 1 Vocabulary Review	https://create.kahoot.it/share/firia-labs-unit-1-vocab-review/c410d2b9-12f9-4708-bd82-46c685a48652
Unit 1 Coding and Concepts Review	https://create.kahoot.it/share/firia-labs-unit-1-code-review/0b570dec-fb94-4350-856d-4246c59ba0d7
Unit 1 Vocabulary Test (MS Form)	https://forms.office.com/Pages/ShareFormPage.aspx?id=DQSIkWdsW0yxEjajBLZtrQAAAAAAAAAAAO__SjBvJpUQzlYRUdYUzQyMldRODgzRUZHVzJUSzFFSy4u&sharetoken=tDTG96CmUc8q3KXIp3X7
Unit 1 Coding and Concepts Test (MS Form)	https://forms.office.com/Pages/ShareFormPage.aspx?id=DQSIkWdsW0yxEjajBLZtrQAAAAAAAAAAAO__SjBvJpUQzg1NDZESDgxUTVJN01ORUtLVUVBTkZBRi4u&sharetoken=ODTUi2geoYjKxOC6yYdd

Unit 1 Vocabulary (Missions 1-5)

Select the best computer science definition for each vocabulary word	
Code	a) Where you type a program **b) Instructions to the computer** c) A secret password d) A way to hide a message
Bug	**a) An error in the code; like a typing mistake** b) When your program runs slowly c) A moth that gets stuck in a computer d) When your program never stops
CPU	a) A debugging technique b) The program you write c) The devices you attach to CodeX **d) The brain of the computer that runs code**
Literal	a) A name for a value; used throughout a program b) It is a device, like a peripheral **c) A specific value, like 1 or “hello”** d) A type of data that can be stored
Variable	**a) A name for a value; used throughout a program** b) It is a device, like a peripheral c) A specific value, like 1 or “hello” d) A type of data that can be stored

RGB	a) The devices attached to CodeX b) A debugging technique **c) The colors that make up a single pixel** d) The "brain" of the computer
Sequential	a) A decision point in code; has a condition b) Repeating a block code, subject to a condition c) An expression that evaluates to True or False **d) Code that runs one line after another in order**
Branching	**a) A decision point in code; has a condition** b) Repeating a block code, subject to a condition c) An expression that evaluates to True or False d) Code that runs one line after another in order
Readability	a) Notes in code that explain what the code does, ignored by the computer b) Creating and using functions so the code can be reused c) A numerical representation of an analog signal, represented in increments **d) Adding blank lines and comments to code so it is easy to understand**
Comments	**a) Notes in code that explain what the code does, ignored by the computer** b) Creating and using functions so the code can be reused c) A numerical representation of an analog signal, represented in increments d) Adding blank lines and comments to code so it is easy to understand

Unit 1 Concepts and Coding (Missions 1-5)

What does this code do? `from codex import *`	a) Turns on the CodeX LEDs **b) Provides access to built-in CodeX code** c) Moves the code to computer memory d) Imports * from CodeX

What does this code do?
`from codex import *`
`from time import sleep`
`pixels.set(0, RED)`
`sleep(1)`
`pixels.set(0, GREEN)`
`sleep(1)`
	a) Pixel 0 turns RED for 1 second and then GREEN for 1 second
	b) Pixel 0 turns RED very quickly and then GREEN
	c) Pixl 0 turns GREEN
	d) Pixel 0 turns RED

What does this code do?
`from codex import *`
`display.show(pics.HAPPY)`
`display.show(pics.SAD)`
	a) Displays HAPPY image for 1 second and then SAD image for 1 second
	b) Displays HAPPY image very quickly and then SAD image
	c) Display only the SAD image
	d) Display only the HAPPY image

What does this code do? `delay = 1`	**a) Assigns the value 1 to the variable "delay"** b) Sets the sleep to 1 c) Pauses program execution for 1 second d) Puts the CPU in sleep mode for 1 second

What does this code do? `sleep(delay)`	a) Assigns the variable “sleep” the value “delay” b) Causes an error **c) Pauses program execution for “delay” seconds** d) Puts the CPU in sleep mode for “delay” seconds
Which function will change (or convert) an integer to a string?	a) int(4) **b) str(4)** c) string(4) d) str = “4”

What is the result if the user presses BUTTON B?
`pressed = buttons.was_pressed(BTN_A):`
`if pressed:`
`  pixels.set(0, GREEN)`
`else:`
`  pixels.set(3, RED)`
	a) The first pixel turns GREEN
	b) The first pixel turns RED
	c) The last pixel turns RED
	d) The first pixel turns GREEN and the last pixel turns RED

What is the result if the user pressed BUTTON B?
`pressed = buttons.was_pressed(BTN_B):`
`if pressed:`
`  display.fill(WHITE)`
	a) The display screen turns WHITE
	b) The display screen turns BLACK
	c) Nothing will happen; the block is skipped
	d) An error

What does this code do? `play_it = "sounds/roll"`	a) Plays the audio file “roll” **b) Assigns the value “sounds/roll” to the variable “play_it”** c) Uploads the audio file “roll” into the CodeX sounds folder d) Causes an error
What does this code do? `audio.mp3("sounds/roll")`	**a) Plays the audio file “roll”** b) Assigns the value “sounds/roll” to the variable “play_it” c) Uploads the audio file “roll” into the CodeX sounds folder d) Causes an error

The code is an example of:
`if state == 1:`
`  delay = 0.04`
`  num = random.randrange(8)`
`  color = my_colors[num]`
	a) Sequential
	b) Branching
	c) Randomization
	d) Looping

The code is an example of:
`delay = 0.04`
`num = random.randrange(8)`
`color = my_colors[num]`
	a) Sequential
	b) Branching
	c) Randomization
	d) Looping

What is the data type of this value: 12	a) Float b) String **c) Integer** d) Boolean
What is the data type of this value: True	a) Float b) String c) Integer **d) Boolean**
What is the data type of this	a) Float

value: “coding”	**b) String** c) Integer d) Boolean