Links to Kahoots and Unit Tests

Mission 6	https://create.kahoot.it/share/firia-labs-mission-6/7bf069b2-892b-4db9-89f7-10738cbdbc63
Mission 7	https://create.kahoot.it/share/firia-labs-mission-7/06203065-5a87-41df-8449-e6381da62196
Mission 8	https://create.kahoot.it/share/firia-labs-mission-8/6df93bf9-a83a-444e-929d-65b187437f64
Unit 2 Vocabulary Review	https://create.kahoot.it/share/firia-labs-unit-2-vocab-review/f220ea96-9dba-4b97-a455-b53e6d41fc4e
Unit 2 Coding and Concepts Review	https://create.kahoot.it/share/firia-labs-unit-2-code-review/9d98b7a4-baf5-401a-bb02-ed18769d06a8
Unit 2 Vocabulary Test (MS Form)	https://forms.office.com/Pages/ShareFormPage.aspx?id=DQSIkWdsW0yxEjajBLZtrQAAAAAAAAAAAO__SjBvJpUNUs5UUNLRFk5QkQzSUpaTjZLMVhBNUoyTi4u&sharetoken=WA3aCy361dVDomqM53gb
Unit 2 Coding and Concepts Test (MS Form)	https://forms.office.com/Pages/ShareFormPage.aspx?id=DQSIkWdsW0yxEjajBLZtrQAAAAAAAAAAAO__SjBvJpUOVFOSUxNMzE5Mlg1OE9FVUVWMVg1VE9NQy4u&sharetoken=mCAscl69g01EGKsCP2lN

Unit 2 Vocabulary (Missions 6-8)

Select the best computer science definition for each vocabulary word	
Loop	a) A series of instructions that runs one line at a time b) Decision points in code **c) Repeats a block of code, subject to a condition** d) An expression that evaluates to True or False
Condition	a) A series of instructions that runs one line at a time b) Decision points in code c) Repeats a block of code, subject to a condition **d) An expression that evaluates to True or False**
While Loop	a) A loop that never ends because the condition is always True **b) Repeats a block of indented code as long as the condition is true** c) Executes a block of code, subject to a condition d) An expression that evaluates to True or False
Infinite Loop	**a) A loop that never ends because the condition is always True** b) Repeats a block of indented code as long as the condition is true c) Executes a block of code, subject to a condition d) An expression that evaluates to True or False
Float	a) An integer number **b) A decimal number** c) Some text d) Something that is True or False

Increment	a) Assigning a value to a variable b) Causing an error in code **c) Increasing the value of a variable by a set amount** d) Decreasing the value of a variable by a set amount
Decrement	a) Assigning a value to a variable b) Causing an error in code c) Increasing the value of a variable by a set amount **d) Decreasing the value of a variable by a set amount**
List	a) A number that keeps track of what item should be displayed b) An individual element or value **c) A sequence of elements you can access with an index** d) A built-in function that gets a random number
Index	**a) A number that keeps track of what item should be displayed** b) An individual element or value c) A sequence of elements you can access with an index d) A built-in function that gets a random number
Item	a) A number that keeps track of what item should be displayed **b) An individual element or value** c) A sequence of elements you can access with an index d) A built-in function that gets a random number

Unit 2 Concepts and Coding (Missions 6-8)

What is the best data type for this value: True	a) Integer b) Float c) String **d) Boolean** e) tuple
What is the best data type for this value: 3.15	a) Integer **b) Float** c) String d) Boolean e) tuple
What is the best data type for this value: 10	**a) Integer** b) Float c) String d) Boolean e) tuple
What is the best data type for this value: YELLOW	a) Integer b) Float c) String d) Boolean **e) tuple**
What is the best data type for this value: “debug”	a) Integer b) Float

	c) String d) Boolean e) tuple
What code will increment the variable count by 1?	a) number = value + 1 **b) number = number + 1** c) value =number + 1 d) number = number - 1
What is the correct code for using a break command?	a) ``` if buttons.was_pressed(BTN_B): while True: break ``` b) ``` if break: buttons.was_pressed(BTN_A) ``` c) ``` while True: break ``` **d)** ``` while True: if buttons.was_pressed(BTN_A): break ```
What does this code do? ``` if choice == 0: ```	a) Compares choice to 0, branching when choice is more than 0 b) Gives an error message **c) Compares choice to 0, branching when choice is equal to 0** d) Assigns the variable “choice” the value 0
What does this code do? ``` if choice = 0: ```	a) Compares choice to 0, branching when choice is more than 0 **b) Gives an error message** c) Compares choice to 0, branching when choice is equal to 0 d) Assigns the variable “choice” the value 0
What is the result if BTN_B is pressed? ``` index = 1 if buttons.was_pressed(BTN_B): index = index - 1 if index == 0: index = 5 ```	a) index = 1 b) index = 0 **c) index = 5** d) An error occurs
What code will give the number of items in a list?	a) str(my_list) b) int(my_list) **c) len(my_list)** d) get_items(my_list)
What value is always the FIRST index of every list?	a) 1 **b) 0** c) A d) len(my_list) - 1
What value is always the LAST index of every list?	a) 1 b) 0 c) A **d) len(my_list) - 1**
Given this list, what are the possible values of the index? ``` my_list = ["A", "B", "C", "D", "F"] ```	**a) 0, 1, 2, 3, 4** b) 1, 2, 3, 4, 5 c) A, B, C, D, F d) len(my_list) - 1

Given the list, what is the item at my_list[2] ? `my_list = ["A", "B", "C", "D", "F"]`	a) "A" b) "B" **c) "C"** d) "D"
Given this code, what is the "count" variable doing? `answers = ["Pizza", "Burger", "Salad",` `"Burrito", "Nothing", "Pasta"]` `count = len(answers)` `index = random.randrange(count)`	**a) Stores the number of items in the list to use in the randrange function** b) Selects an item from the list and displays it on the screen c) Automatically scans the list and returns the number of items d) Selects a random number between 0 and the number of items in the list
Given this code, what is the "index" variable doing? `answers = ["Pizza", "Burger", "Salad",` `"Burrito", "Nothing", "Pasta"]` `count = len(answers)` `index = random.randrange(count)`	a) Stores the number of items in the list to use in the randrange function b) Selects an item from the list and displays it on the screen c) Automatically scans the list and returns the number of items **d) Selects a random number between 0 and the number of items in the list**
Given this code, what are the possible values of "number"? `index = random.randrange(4)`	a) 1, 2, 3, 4, 5 b) 0, 1, 2, 3, 4, 5 **c) 0, 1, 2, 3, 4** d) An error will occur
What does this command do? `my_choice = random.choice(answers)`	a) Assigns "answer" a random item from "my_choice" **b) Assigns "my_choice" a random item from "answers"** c) Assigns "my_choice" a random number between 0 and "answers" d) Will cause an error
What is the result of this code: `answers = ["Pizza", "Burger", "Salad",` `"Burrito", "Nothing", "Pasta"]` `my_choice = answers[6]`	a) Assigns "my_choice" the value 6 b) Assigns "my_choice" the value "Pasta" c) Assigns "my_choice" a random item from the list "answers" **d) Will cause an error**