

Unit 1 Concepts and Coding Test

Firia Labs Concepts and Coding from CodeX Missions 1-5

* Indicates required question

1. Student Name *

2. What does this code do? *

1 point

```
from codex import *
```

Mark only one oval.

- Turns on the CodeX LEDS
- Provides access to built-in CodeX code
- Moves the code to computer memory
- Imports * from CodeX

3. What does this code do? *

1 point

```
from codex import *  
from time import sleep  
pixels.set(0, RED)  
sleep(1)  
pixels.set(0, GREEN)  
sleep(1)
```

Mark only one oval.

- Pixel 0 turns RED for 1 second and then GREEN for 1 second
- Pixel 0 turns RED very quickly and then GREEN
- Pixel 0 turns GREEN
- Pixel 0 turns RED

4. What does this code do? *

1 point

```
from codex import *  
display.show(pics.HAPPY)  
display.show(pics.SAD)
```

Mark only one oval.

- Display HAPPY image for 1 second and then display SAD image for 1 second
- Display HAPPY very quickly and then SAD
- Display only the SAD image
- Display only the HAPPY image

5. What does this code do? *

1 point

```
delay = 1
```

Mark only one oval.

- Assigns the value 1 to the variable "delay"
- Sets the sleep to 1
- Pauses program execution for 1 second
- Puts the CPU in sleep mode for 1 second

6. What does this code do? *

1 point

```
sleep(delay)
```

Mark only one oval.

- Assigns "sleep" the value "delay"
- Causes an error
- Pauses program execution for "delay" seconds
- Puts the CPU in sleep mode for "delay" seconds

7. Which function will change an integer to a string? *

1 point

Mark only one oval.

- int(4)
- str(4)
- string(4)
- str = "4"

8. What is the result if the user presses BUTTON B? *

1 point

```
pressed = buttons.was_pressed(BTN_A):  
if pressed:  
    pixels.set(0, GREEN)  
else:  
    pixels.set(3, RED)
```

Mark only one oval.

- The first pixel turns GREEN
- The first pixel turns RED
- The last pixel turns RED
- The first pixel turns GREEN and the last pixel turns RED

9. What is the result if the user presses BUTTON B? *

1 point

```
pressed = buttons.was_pressed(BTN_B):  
if pressed:  
    display.fill(WHITE)
```

Mark only one oval.

- The display screen turns WHITE
- The display screen turns BLACK
- Nothing will happen; the block is skipped
- An error

10. What does this code do? *

1 point

```
play_it = "sounds/roll"
```

Mark only one oval.

- Plays the audio file "roll"
- Assigns the value "sounds/roll" to the variable "play_it"
- Uploads the audio file "roll" into the CodeX sounds folder
- Causes an error

11. What does this code do? *

1 point

```
audio.mp3("sounds/roll")
```

Mark only one oval.

- Plays the audio file "roll"
- Assigns the value "sounds/roll" to the variable "play_it"
- Uploads the audio file "roll" into the CodeX sounds folder
- Causes an error

12. This code is an example of: *

1 point

```
if state == 1:  
    delay = 0.04  
    num = random.randrange(8)  
    color = my_colors[num]
```

Mark only one oval.

- Sequential
- Branching
- Randomization
- Looping

13. This code is an example of: *

1 point

```
delay = 0.04  
num = random.randrange(8)  
color = my_colors[num]
```

Mark only one oval.

- Sequential
- Branching
- Randomization
- Looping

14. What is the data type of this value: 12 *

1 point

Mark only one oval.

- Float
- String
- Integer
- Boolean

15. What is the data type of this value: True *

1 point

Mark only one oval.

- Float
- String
- Integer
- Boolean

16. What is the data type of this value: "coding" *

1 point

Mark only one oval.

- Float
- String
- Integer
- Boolean

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