Unit 1 Concepts and Coding Test

Firia Labs Concepts and Coding from CodeX Missions 1-5

* In	dicates 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	

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)
```

- 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"	

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
- What is the result if the user presses BUTTON B? *

1 point

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

- 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

<pre>play_it = "sounds/roll'</pre>	,
------------------------------------	---

Mark only one oval.

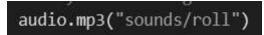
- Plays the audio file "roll"

 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



- 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]
```

- 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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