

Unit 1 Vocabulary (Missions 1-5)

Select the best computer science definition for each vocabulary word	
Code	<ul style="list-style-type: none"> a) Where you type a program b) Instructions to the computer c) A secret password d) A way to hide a message
Bug	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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)

<p>What does this code do?</p> <pre>from codex import *</pre>	<ul style="list-style-type: none"> 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
<p>What does this code do?</p> <pre>from codex import * from time import sleep pixels.set(0, RED) sleep(1) pixels.set(0, GREEN) sleep(1)</pre>	<ul style="list-style-type: none"> 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) Pixel 0 turns GREEN d) Pixel 0 turns RED
<p>What does this code do?</p> <pre>from codex import * display.show(pics.HAPPY) display.show(pics.SAD)</pre>	<ul style="list-style-type: none"> 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
<p>What does this code do?</p> <pre>delay = 1</pre>	<ul style="list-style-type: none"> 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
<p>What does this code do?</p> <pre>sleep(delay)</pre>	<ul style="list-style-type: none"> 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
<p>Which function will change (or convert) an integer to a string?</p>	<ul style="list-style-type: none"> a) int(4) b) str(4) c) string(4) d) str = "4"
<p>What is the result if the user presses BUTTON B?</p> <pre>pressed = buttons.was_pressed(BTN_A): if pressed: pixels.set(0, GREEN) else: pixels.set(3, RED)</pre>	<ul style="list-style-type: none"> 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
<p>What is the result if the user pressed BUTTON B?</p> <pre>pressed = buttons.was_pressed(BTN_B): if pressed: display.fill(WHITE)</pre>	<ul style="list-style-type: none"> a) The display screen turns WHITE b) The display screen turns BLACK c) Nothing will happen; the block is skipped d) An error
<p>What does this code do?</p> <pre>play_it = "sounds/roll"</pre>	<ul style="list-style-type: none"> 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

<p>What does this code do?</p> <pre>audio.mp3("sounds/roll")</pre>	<ul style="list-style-type: none"> 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
<p>The code is an example of:</p> <pre>if state == 1: delay = 0.04 num = random.randrange(8) color = my_colors[num]</pre>	<ul style="list-style-type: none"> a) Sequential b) Branching c) Randomization d) Looping
<p>The code is an example of:</p> <pre>delay = 0.04 num = random.randrange(8) color = my_colors[num]</pre>	<ul style="list-style-type: none"> a) Sequential b) Branching c) Randomization d) Looping
<p>What is the data type of this value: 12</p>	<ul style="list-style-type: none"> a) Float b) String c) Integer d) Boolean
<p>What is the data type of this value: True</p>	<ul style="list-style-type: none"> a) Float b) String c) Integer d) Boolean
<p>What is the data type of this value: "coding"</p>	<ul style="list-style-type: none"> a) Float b) String c) Integer d) Boolean