

Unit 2 Vocabulary (Missions 6-8)

Select the best computer science definition for each vocabulary word	
Loop	<ul style="list-style-type: none"> <li>a) A series of instructions that runs one line at a time</li> <li>b) Decision points in code</li> <li>c) Repeats a block of code, subject to a condition</li> <li>d) An expression that evaluates to True or False</li> </ul>
Condition	<ul style="list-style-type: none"> <li>a) A series of instructions that runs one line at a time</li> <li>b) Decision points in code</li> <li>c) Repeats a block of code, subject to a condition</li> <li>d) An expression that evaluates to True or False</li> </ul>
While Loop	<ul style="list-style-type: none"> <li>a) A loop that never ends because the condition is always True</li> <li>b) Repeats a block of indented code as long as the condition is true</li> <li>c) Executes a block of code, subject to a condition</li> <li>d) An expression that evaluates to True or False</li> </ul>
Infinite Loop	<ul style="list-style-type: none"> <li>a) A loop that never ends because the condition is always True</li> <li>b) Repeats a block of indented code as long as the condition is true</li> <li>c) Executes a block of code, subject to a condition</li> <li>d) An expression that evaluates to True or False</li> </ul>
Float	<ul style="list-style-type: none"> <li>a) An integer number</li> <li>b) A decimal number</li> <li>c) Some text</li> <li>d) Something that is True or False</li> </ul>
Increment	<ul style="list-style-type: none"> <li>a) Assigning a value to a variable</li> <li>b) Causing an error in code</li> <li>c) Increasing the value of a variable by a set amount</li> <li>d) Decreasing the value of a variable by a set amount</li> </ul>
Decrement	<ul style="list-style-type: none"> <li>a) Assigning a value to a variable</li> <li>b) Causing an error in code</li> <li>c) Increasing the value of a variable by a set amount</li> <li>d) Decreasing the value of a variable by a set amount</li> </ul>
List	<ul style="list-style-type: none"> <li>a) A number that keeps track of what item should be displayed</li> <li>b) An individual element or value</li> <li>c) A sequence of elements you can access with an index</li> <li>d) A built-in function that gets a random number</li> </ul>
Index	<ul style="list-style-type: none"> <li>a) A number that keeps track of what item should be displayed</li> <li>b) An individual element or value</li> <li>c) A sequence of elements you can access with an index</li> <li>d) A built-in function that gets a random number</li> </ul>
Item	<ul style="list-style-type: none"> <li>a) A number that keeps track of what item should be displayed</li> <li>b) An individual element or value</li> <li>c) A sequence of elements you can access with an index</li> <li>d) A built-in function that gets a random number</li> </ul>

Unit 2 Concepts and Coding (Missions 6-8)

<p>What is the best data type for this value: True</p>	<p>a) Integer b) Float c) String d) Boolean e) tuple</p>
<p>What is the best data type for this value: 3.15</p>	<p>a) Integer b) Float c) String d) Boolean e) tuple</p>
<p>What is the best data type for this value: 10</p>	<p>a) Integer b) Float c) String d) Boolean e) tuple</p>
<p>What is the best data type for this value: YELLOW</p>	<p>a) Integer b) Float c) String d) Boolean e) tuple</p>
<p>What is the best data type for this value: "debug"</p>	<p>a) Integer b) Float c) String d) Boolean e) tuple</p>
<p>What code will increment the variable count by 1?</p>	<p>a) number = value + 1 b) number = number + 1 c) value =number + 1 d) number = number - 1</p>
<p>What is the correct code for using a break command?</p>	<p>a) <pre>if buttons.was_pressed(BTN_B):     while True:         break</pre></p> <p>b) <pre>if break:     buttons.was_pressed(BTN_A)</pre></p> <p>c) <pre>while True:     break</pre></p> <p>d) <pre>while True:     if buttons.was_pressed(BTN_A):         break</pre></p>
<p>What does this code do? <pre>if choice == 0:</pre></p>	<p>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</p>
<p>What does this code do? <pre>if choice = 0:</pre></p>	<p>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</p>

<p>What is the result if BTN_B is pressed?</p> <pre>index = 1 if buttons.was_pressed(BTN_B):     index = index - 1     if index == 0:         index = 5</pre>	<ul style="list-style-type: none"> <li>a) index = 1</li> <li>b) index = 0</li> <li>c) index = 5</li> <li>d) An error occurs</li> </ul>
<p>What code will give the number of items in a list?</p>	<ul style="list-style-type: none"> <li>a) str(my_list)</li> <li>b) int(my_list)</li> <li>c) len(my_list)</li> <li>d) get_items(my_list)</li> </ul>
<p>What value is always the FIRST index of every list?</p>	<ul style="list-style-type: none"> <li>a) 1</li> <li>b) 0</li> <li>c) A</li> <li>d) len(my_list) - 1</li> </ul>
<p>What value is always the LAST index of every list?</p>	<ul style="list-style-type: none"> <li>a) 1</li> <li>b) 0</li> <li>c) A</li> <li>d) len(my_list) - 1</li> </ul>
<p>Given this list, what are the possible values of the index?</p> <pre>my_list = ["A", "B", "C", "D", "F"]</pre>	<ul style="list-style-type: none"> <li>a) 0, 1, 2, 3, 4</li> <li>b) 1, 2, 3, 4, 5</li> <li>c) A, B, C, D, F</li> <li>d) len(my_list) - 1</li> </ul>
<p>Given the list, what is the item at my_list[2] ?</p> <pre>my_list = ["A", "B", "C", "D", "F"]</pre>	<ul style="list-style-type: none"> <li>a) "A"</li> <li>b) "B"</li> <li>c) "C"</li> <li>d) "D"</li> </ul>
<p>Given this code, what is the "count" variable doing?</p> <pre>answers = ["Pizza", "Burger", "Salad",            "Burrito", "Nothing", "Pasta"] count = len(answers) index = random.randrange(count)</pre>	<ul style="list-style-type: none"> <li>a) Stores the number of items in the list to use in the randrange function</li> <li>b) Selects an item from the list and displays it on the screen</li> <li>c) Automatically scans the list and returns the number of items</li> <li>d) Selects a random number between 0 and the number of items in the list</li> </ul>
<p>Given this code, what is the "index" variable doing?</p> <pre>answers = ["Pizza", "Burger", "Salad",            "Burrito", "Nothing", "Pasta"] count = len(answers) index = random.randrange(count)</pre>	<ul style="list-style-type: none"> <li>a) Stores the number of items in the list to use in the randrange function</li> <li>b) Selects an item from the list and displays it on the screen</li> <li>c) Automatically scans the list and returns the number of items</li> <li>d) Selects a random number between 0 and the number of items in the list</li> </ul>
<p>Given this code, what are the possible values of "number"?</p> <pre>index = random.randrange(4)</pre>	<ul style="list-style-type: none"> <li>a) 1, 2, 3, 4, 5</li> <li>b) 0, 1, 2, 3, 4, 5</li> <li>c) 0, 1, 2, 3, 4</li> <li>d) An error will occur</li> </ul>
<p>What does this command do?</p> <pre>my_choice = random.choice(answers)</pre>	<ul style="list-style-type: none"> <li>a) Assigns "answer" a random item from "my_choice"</li> <li>b) Assigns "my_choice" a random item from "answers"</li> <li>c) Assigns "my_choice" a random number between 0 and "answers"</li> <li>d) Will cause an error</li> </ul>

What is the result of this code:

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answers = ["Pizza", "Burger", "Salad",  
           "Burrito", "Nothing", "Pasta"]  
my_choice = answers[6]
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- 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