



### Pre-Mission Preparation

Other than a computer and cellphone, what are some things that have a display or screen?

Answers will vary.

Possible answers: car dashboard, alexa, stadium billboards, kitchen appliances

What are some things you might want to display on a screen?

Answers will vary.

Possible answers: Images, messages or text, numbers

### Mission Objective #2: Review the different **data types** you have used so far

Give two examples of an **integer**

Answers will vary

1. 5
2. 102

Give two examples of a **CodeX image**

Answers will vary

1. pics.HEART
2. pics.HAPPY

Give two examples of a **string**

Answers will vary

1. 'Karen'
2. "Favorite color"

### Mission Objective #3

What error is caused by `display.show(num)`

**TypeError**

Show requires either a bitmap or a string as input

### Mission Objective #5

Write your prediction for what will happen when you try to display two messages:

Answers will vary.

Students could say that they will see one image and then another. Or they may predict that the first image displays so quickly you do not see it.

After you change and run your code, answer this question. Was your prediction correct?

Answers will vary.

### Mission Objective #10

The four buttons I will use in the game are:	Answers will vary. They can use any four of the six buttons.	
	Button A	Button U
	Another button	Another button

## Post-Mission Reflection

<p>Detecting the press of a button is used in many applications in the real world. What are some ways you might write a program to detect the press of a button?</p>	<p><code>buttons.was_pressed()</code> <code>buttons.is_pressed()</code></p>	
<p>What are the four data types used in this Mission?</p>	<p>integers</p>	<p>Codex images</p>
	<p>strings</p>	<p>Boolean</p>
<p>What do you remember about branching?</p>	<p>Answers will vary. Answers can include:</p> <ul style="list-style-type: none"> <li>• Branching is when a computer makes a choice between two things</li> <li>• A branch has a condition that is true or false</li> <li>• A Boolean can be used for the condition</li> <li>• The if part will execute if the condition is true</li> <li>• The else part will run if the condition is false</li> <li>• A colon (:) is used after the condition and else</li> </ul>	