Definition of "PERIPHERAL"	 a. A named chunk of code you can run anytime by calling its name b. A device that interacts with the CPU c. A local variable that receives a value passed into it in a function call d. The value passed during a function call
Definition of "FUNCTION"	 a. A named chunk of code you can run anytime by calling its name b. A device that interacts with the CPU c. A name assigned to some data used in code d. A name for a value that doesn't change during program execution
Definition of "PARAMETER"	 a. A name assigned to some data used in code b. A name for a value that doesn't change during program execution c. A local variable that receives a value passed into it in a function call d. The value passed during a function call
Definition of "ARGUMENT"	 a. A name assigned to some data used in code b. A name for a value that doesn't change during program execution c. A local variable that receives a value passed into it in a function call d. The value passed during a function call
Definition of "VARIABLE"	 a. A name assigned to some data used in code b. A name for a value that doesn't change during program execution c. A local variable that receives a value passed into it in a function call d. The value passed during a function call
Definition of "CONSTANT"	 a. A name assigned to some data used in code b. A name for a value that doesn't change during program execution c. A local variable that receives a value passed into it in a function call d. The value passed during a function call
Which of the peripherals is used for input?	a. White LED b. Button c. NeoPixel ring d. Servo
Which of the peripherals is used for output?	a. Switchb. Motion sensorc. Potentiometerd. Water pump
Which port is indicated by the red box? RACE CONTROLLER Scroll=U/O Selected MUSIC STORT	a. PORTO b. PORT1 c. PORT2 d. PORT3
On the peripheral connector, which wire color is S (Signal)	a. White b. Yellow c. Red d. Black
On the peripheral connector, the black wire is connected to:	a. S b. V c. G d. B

Which library is used to set up peripherals and give them power?	a. codex b. time c. exp d. periph
The library needs three pieces of information to set up a peripheral. Which ONE of the following is NOT needed?	a. Port being used b. Peripheral c. Analog or digital d. Input or output
The indicated code is an example of: LED_ON = True LED_OFF = False led = exp.digital_out(exp.PORT0) def set_red_led(val): led.value = val set_red_led(LED_ON) sleep(3)	 a. Import the exp library b. Define a constant c. Set up a peripheral d. Define a function
The indicated code is an example of: LED_ON = True LED_OFF = False led = exp.digital_out(exp.PORT0) def set_red_led(val): led.value = val set_red_led(LED_ON) sleep(3)	a. Set up a peripheral b. Define a function c. Assign a property d. Define a constant
The indicated code is an example of: LED_ON = True LED_OFF = False led = exp.digital_out(exp.PORT0) def set_red_led(val): led.value = val set_red_led(LED_ON) sleep(3)	a. Define a function b. Call a function c. Parameter d. Argument
The indicated code is an example of:	 a. Define a function b. Assign a property c. Define a constant d. Argument

```
LED ON = True
LED OFF = False
led = exp.digital_out(exp.PORT0)
def set red led(val):
    led.value = val
 set_red_led(LED_ON)
sleep(3)
The indicated code is an example of:
                                            a. Define a function
                                            b. Call a function
 LED_ON = True
                                            c. Parameter
 LED OFF = False
                                            d. Argument
 led = exp.digital_out(exp.PORT0)
 def set_red_led(val):
     led.value = val
 set_red_led(LED_ON)
 sleep(3)
The indicated code is an example of:
                                            a. Define a function
                                            b. Call a function
 LED_ON = True
                                            c. Parameter
 LED OFF = False
                                            d. Argument
 led = exp.digital_out(exp.PORT0)
 def set_red_led(val):
     led.value = val
 set_red_led(LED_ON)
 sleep(3)
The indicated code is an example of:
                                            a. Define a function
                                            b. Call a function
 LED ON = True
                                            c. Parameter
 LED OFF = False
                                            d. Argument
 led = exp.digital_out(exp.PORT0)
 def set_red_led(val):
    led.value = val
 set_red_led(LED_ON)
 sleep(3)
```