

Missions 1-3 Vocabulary Questions (Review Kahoot and Exam)

Definition of "PERIPHERAL"	<ul style="list-style-type: none"> 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"	<ul style="list-style-type: none"> 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"	<ul style="list-style-type: none"> 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"	<ul style="list-style-type: none"> 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"	<ul style="list-style-type: none"> 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"	<ul style="list-style-type: none"> 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 "ABSTRACTION"	<ul style="list-style-type: none"> a. Decision points in code, conditions b. A named chunk of code you can run anytime by calling its name c. Organizing code into sub-tasks where the details can be hidden d. Sequence of steps for completing a task
Definition of "ALGORITHM"	<ul style="list-style-type: none"> a. Decision points in code, conditions b. A named chunk of code you can run anytime by calling its name c. Organizing code into sub-tasks where the details can be hidden d. Sequence of steps for completing a task
Definition of "BRANCHING"	<ul style="list-style-type: none"> a. Decision points in code, conditions b. A named chunk of code you can run anytime by calling its name c. Organizing code into sub-tasks where the details can be hidden d. Sequence of steps for completing a task
Definition of "ANALOG"	<ul style="list-style-type: none"> a. A peripheral with two states – True or False b. on/off pulses are sent at a constant rate, set by the duty cycle c. Converts an analog measurement to a digital value d. A peripheral with a range of integer values
Definition of "DIGITAL"	<ul style="list-style-type: none"> a. A peripheral with two states – True or False b. on/off pulses are sent at a constant rate, set by the duty cycle c. Converts an analog measurement to a digital valuePer d. A peripheral with a range of integer values

Definition of "PULSE WIDTH MODULATION"

- a. A peripheral with two states – True or False
- b. on/off pulses are sent at a constant rate, set by the duty cycle
- c. Converts an analog measurement to a digital value
- d. A peripheral with a range of integer values