Definition of "RGB"	a. tiny dots used to display images and text on a screen b. A way to reference elements in a list or tuple c. the colors that make up a single pixel d. a list with values that don't change
Definition of "PIXEL"	a. tiny dots used to display images and text on a screen b. A way to reference elements in a list or tuple c. the colors that make up a single pixel d. a list with values that don't change
Definition of "TUPLE"	a. tiny dots used to display images and text on a screen b. A way to reference elements in a list or tuple c. the colors that make up a single pixel d. a list with values that don't change
Definition of "INDEX"	a. tiny dots used to display images and text on a screen b. A way to reference elements in a list or tuple c. the colors that make up a single pixel d. a list with values that don't change
Definition of "DUTY CYCLE"	a. The command line that enables print statement output b. The percentage of time power is ON during PWM c. A specific limit that is met or exceeded for something to occur d. The analog period, or how rapidly the device pulses
Definition of "FREQUENCY"	a. The command line that enables print statement output b. The percentage of time power is ON during PWM c. A specific limit that is met or exceeded for something to occur d. The analog period, or how rapidly the device pulses
Definition of "REPL"	a. The command line that enables print statement output b. The percentage of time power is ON during PWM c. A specific limit that is met or exceeded for something to occur d. The analog period, or how rapidly the device pulses
Definition of "THRESHOLD"	a. The command line that enables print statement output b. The percentage of time power is ON during PWM c. A specific limit that is met or exceeded for something to occur d. The analog period, or how rapidly the device pulses
Definition of "SERVO"	a. Moving between states. b. A motor with a controller circuit, internal feedback mechanism and gearbox. c. A phase of a program. d. The status of a system with transitions.
Definition of "FINITE STATE MACHINE"	a. Moving between states. b. A motor with a controller circuit, internal feedback mechanism and gearbox. c. A phase of a program. d. The status of a system with transitions.
Definition of "STATE"	a. Moving between states. b. A motor with a controller circuit, internal feedback mechanism and gearbox. c. A phase of a program. d. The status of a system with transitions.
Definition of "TRANSITION"	a. Moving between states. b. A motor with a controller circuit, internal feedback mechanism and gearbox.

	c. A phase of a program.
	d. The status of a system with transitions.