## Mission 4 - Get Moving Review Questions

What does this code do?  from botcore import *	<ul> <li>a. Allows you to use * in your code</li> <li>b. Allows you to use the motors functions of the CodeBot</li> <li>c. Allows you to use the 'botcore' command</li> <li>d. Allows you to use the 'sleep' command</li> </ul>
What does this code do?  from time import sleep	<ul> <li>a. Allows you to use 'time' from the sleep module</li> <li>b. Allows you to use 'sleep' from the time module</li> <li>c. Temporarily pauses the program</li> <li>d. Allows you to use the motors functions of the CodeBot</li> </ul>
What code has to run before the motors will run?	<ul><li>a. motors.run(LEFT, 0)</li><li>b. motors.run(RIGHT, 100)</li><li>c. motors.disabled(False)</li><li>d. motors.enabled(True)</li></ul>
What code allows the motors to run for a brief amount of time?	a. sleep(5) b. time(5) c. motors.run(LEFT, 5) d. motors.enable(True)
With the given code, which direction will the CodeBot move?  from botcore import * motors.run(LEFT, 50) motors.run(RIGHT, -50)	a. Rotate clockwise b. Rotate counterclockwise c. Move forward d. Won't move
With the given code, which direction will the CodeBot move?  from botcore import * motors.enable(True) motors.run(LEFT, 50) motors.run(RIGHT, -50)	a. Rotate clockwise b. Move forward c. Move backward d. Move in a circle
With the given code, which direction will the CodeBot move?  from botcore import * motors.enable(True) motors.run(LEFT, 35) motors.run(RIGHT, 35)	A. Rotate clockwise  B. Move forward  C. Move backward  D. Move in a circle
With the given code, which direction will the CodeBot move?  from botcore import * motors.enable(True) motors.run(LEFT, 50) motors.run(RIGHT, 35)	a. Rotate clockwise b. Move forward c. Move backward d. Move in a circle

With the given code, which direction will the CodeBot move?  from botcore import * motors.enable(True) motors.run(LEFT, -35) motors.run(RIGHT, -35)	a. Rotate clockwise b. Move forward c. Move backward d. Move in a circle
What code will play a tone?	a. speaker.play(tone) b. spkr.play(tone) c. spkr.pitch(tone) d. spkr.tone(pitch)