

## Mission 12 - King of the Hill Review Questions

Select the computer science definition of: ACCELEROMETER	<ul style="list-style-type: none"> <li>a. A base-16 number designated with \x</li> <li>b. A sensor that can detect an object in proximity to CodeBot</li> <li>c. A tiny chip that measures force in three directions</li> <li>d. A tiny chip that allows CodeBot to travel faster</li> </ul>
Select the computer science definition of: HEXADECIMAL	<ul style="list-style-type: none"> <li>a. A base-16 number designated with \x</li> <li>b. A sensor that can detect an object in proximity to CodeBot</li> <li>c. A tiny chip that measures force in three directions</li> <li>d. A tiny chip that allows CodeBot to travel faster</li> </ul>
Select the computer science definition of: FORMAT SPECIFIERS	<ul style="list-style-type: none"> <li>a. Information needed to read data from the accelerometer</li> <li>b. A template for formatting a string by using { }</li> <li>c. A way to insert special characters in a string</li> <li>d. Information that dictates how to display a number</li> </ul>
Select the computer science definition of: REPLACEMENT FIELD	<ul style="list-style-type: none"> <li>a. Information needed to read data from the accelerometer</li> <li>b. A template for formatting a string by using { }</li> <li>c. A way to insert special characters in a string</li> <li>d. Information that dictates how to display a number</li> </ul>
Select the computer science definition of: ESCAPE SEQUENCE	<ul style="list-style-type: none"> <li>a. Information needed to read data from the accelerometer</li> <li>b. A template for formatting a string by using { }</li> <li>c. A way to insert special characters in a string</li> <li>d. Information that dictates how to display a number</li> </ul>
An accelerometer can detect all of the following EXCEPT:	<ul style="list-style-type: none"> <li>a. Impacts with other objects</li> <li>b. Changes in motion</li> <li>c. The difference between a light and dark line</li> <li>d. A 'bot's orientation</li> </ul>
What type of values does an accelerometer return?	<ul style="list-style-type: none"> <li>a. Integers from 0 to 100</li> <li>b. Integers from -32767 to 32768</li> <li>c. Floats from -32767 to 32768</li> <li>d. Boolean values True or False</li> </ul>
What code will get values from the accelerometer?	<ul style="list-style-type: none"> <li>a. accel.get_values()</li> <li>b. accel.read()</li> <li>c. read.accel()</li> <li>d. return</li> </ul>
What does this code do? <code>axis = math.asin(val / ONE_G)</code>	<ul style="list-style-type: none"> <li>a. Calculates the acceleration of the CodeBot</li> <li>b. Converts the acceleration to degrees</li> <li>c. Converts the acceleration to radians</li> <li>d. Converts radians to degrees</li> </ul>
What does this code do? <code>axis = axis * 180 / math.pi</code>	<ul style="list-style-type: none"> <li>a. Converts degrees to radians</li> <li>b. Converts the acceleration to degrees</li> <li>c. Converts the acceleration to radians</li> <li>d. Converts radians to degrees</li> </ul>
What is the value of number? <code>number = round(3.75)</code>	<ul style="list-style-type: none"> <li>a. 4</li> <li>b. 3</li> <li>c. -3.75</li> <li>d. .75</li> </ul>

<p>Given the code, what will print?</p> <pre>my_string = '\$' * 3 print(my_string)</pre>	<ul style="list-style-type: none"><li>a. &amp; * 3</li><li>b. &amp;&amp;&amp;</li><li>c. 333</li><li>d. An error occurs</li></ul>
<p>This code is an example of:</p> <pre>left = right = 0</pre>	<ul style="list-style-type: none"><li>a. Cascaded assignment</li><li>b. Augmented assignment</li><li>c. List comprehension</li><li>d. Escape sequence</li></ul>
<p>What is the result of this code?</p> <pre>print("{:^25".format("dog"))</pre>	<ul style="list-style-type: none"><li>a. Dog will print with left alignment</li><li>b. Dog will print with right alignment</li><li>c. Dog will print with center alignment</li><li>d. 25.dog will print</li></ul>
<p>This code is an example of:</p> <pre>print("\r", end='')</pre>	<ul style="list-style-type: none"><li>a. Formatted string</li><li>b. Format specifier</li><li>c. Cascaded assignment</li><li>d. Escape sequence</li></ul>