Unit 1 Vocabulary (Review and Exam)

1	Code	a. Instructions to the computer b. Notes to the programmer inside the code c. The processing of finding and fixing mistakes in code d. Functions that slow down program execution
2	Debugging	a. Instructions to the computer b. Notes to the programmer inside the code c. The processing of finding and fixing mistakes in code d. Functions that slow down program execution
3	Comment	a. Instructions to the computer b. Notes to the programmer inside the code c. The processing of finding and fixing mistakes in code d. Functions that slow down program execution
4	CodeBot	a. A computer with sensors on wheels b. Discs that rotate with slots c. Programmable electric engines d. Devices that give input or output to a computer
5	Peripherals	a. A computer with sensors on wheels b. Discs that rotate with slots c. Programmable electric engines d. Devices that give input or output to a computer
6	Motors	a. A computer with sensors on wheels b. Discs that rotate with slots c. Programmable electric engines d. Devices that give input or output to a computer
7	Wheel encoders	a. A computer with sensors on wheels b. Discs that rotate with slots c. Programmable electric engines d. Devices that give input or output to a computer
8	LEDs	a. Describes how code interfaces with other code b. Tiny electronic components that produce light c. A sequence of changes at a controlled speed d. A module that contains pre-built functions and code
9	API	a. Describes how code interfaces with other code b. Tiny electronic components that produce light c. A sequence of changes at a controlled speed d. A module that contains pre-built functions and code
10	Library	a. Describes how code interfaces with other code b. Tiny electronic components that produce light c. A sequence of changes at a controlled speed d. A module that contains pre-built functions and code
11	Animation	a. Describes how code interfaces with other code b. Tiny electronic components that produce light c. A sequence of changes at a controlled speed d. A module that contains pre-built functions and code
12	Byte	a. Binary digit b. Base 2 digits 0 and 1 c. Using a sequence of binary digits that can be moved left or right

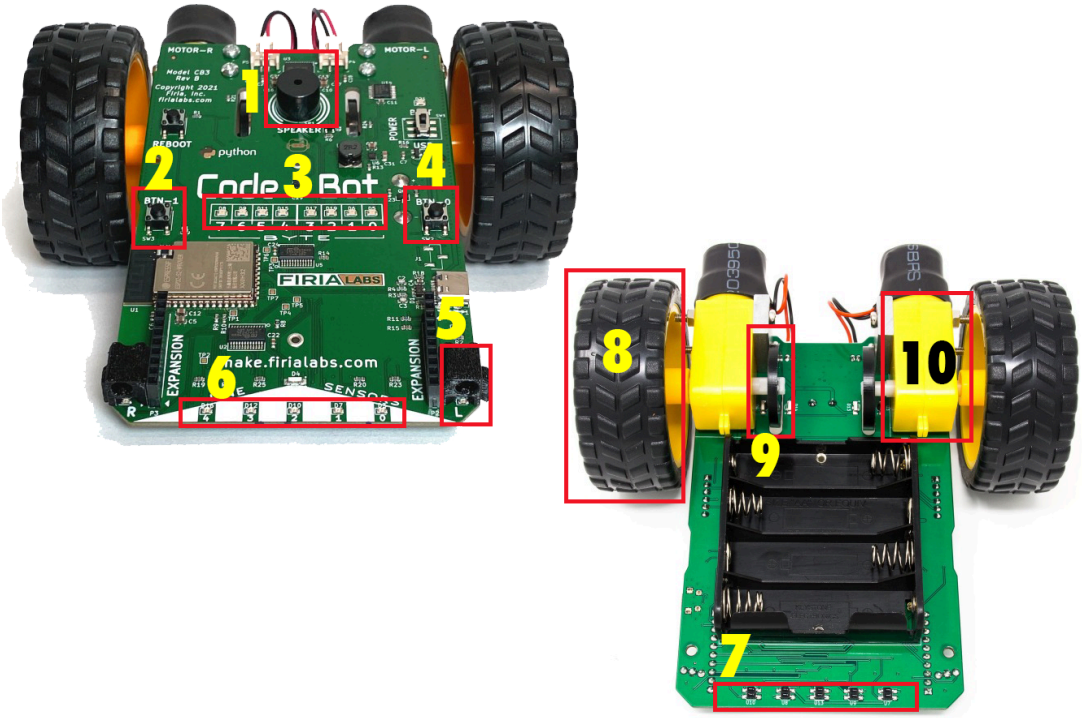
		d. A section of 8 binary digits
13	Binary	a. Binary digit b. Base 2 digits 0 and 1 c. Using a sequence of binary digits that can be moved left or right d. A section of 8 binary digits
14	Bit	a. Binary digit b. Base 2 digits 0 and 1 c. Using a sequence of binary digits that can be moved left or right d. A section of 8 binary digits
15	Shift register	a. Binary digit b. Base 2 digits 0 and 1 c. Using a sequence of binary digits that can be moved left or right d. A section of 8 binary digits

Unit 1 Review Questions (in Kahoot)

Use this image to answer the questions:

2. Identify #2	a. Debug b. Run c. Filename d. Text editor
3. Identify #3	a. Objective panel b. Mission panel c. Objective goals d. Toolbox
5. Identify #5	a. Objective panel b. CodeTrek c. Hints d. Debug

6. Identify #6	a. Objective panel b. CodeTrek c. Hints d. Debug
10. Identify #10	a. Hints b. CodeTrek c. Sandbox d. Toolbox



Identify #1	a. Button 0 b. Button 1 c. Speaker d. Proximity sensor
Identify #3	a. Line sensor LEDs b. User LEDs c. Line sensors d. Proximity sensors
Identify #5	a. Line sensor LEDs b. User LEDs c. Line sensors d. Proximity sensors
Identify #6	a. Line sensor LEDs b. User LEDs c. Line sensors d. Proximity sensors
Identify #10	a. Wheels b. Motors c. Wheel encoders d. Proximity sensors

What are binary digits?	a. True and False b. 0 and 1 c. The numbers from 0 to 7 d. All integers
What symbol is used to add a comment to your code?	a. # Comment b. ‘ Comment c. “ Comment d. (Comment)
What is the number of the highlighted LED? 	a. 3 b. 2 c. 6 d. 5
What line of code will light a single LED?	a. leds.user_num(True) b. leds.user_num(0) c. leds.user_num(True, 0) d. leds.user_num(0, True)
What line of code uses a binary string to light up user LEDs 1, 5 and 7?	a. leds.user_num(0b10100010) b. leds(0b01000101) c. leds.user(0b10100010) d. leds.user(0b10001010)
What line of code uses a decimal string to turn off all LEDs?	a. leds.user(0) b. leds.user(0b00000000) c. leds.user(False) d. leds.user_num(0)
What line of code turns on a single line sensor LED?	a. leds.ls_num(0) b. leds.ls(True) c. leds.ls(0b00010000) d. leds.ls(0b00100)

What is the result of the following code?
`leds.user(0b00000000)`
`leds.user_num(3, True)`
	a. leds.user(0b00001000)
	b. leds.user(0b00010000)
	c. leds.user(3)
	d. leds.user(0b00000100)

What code has to be included before the motors will run?	a. motors.run(LEFT, 0) b. motors.run(RIGHT, 100) c. motors.disabled(False) d. motors.enabled(True)

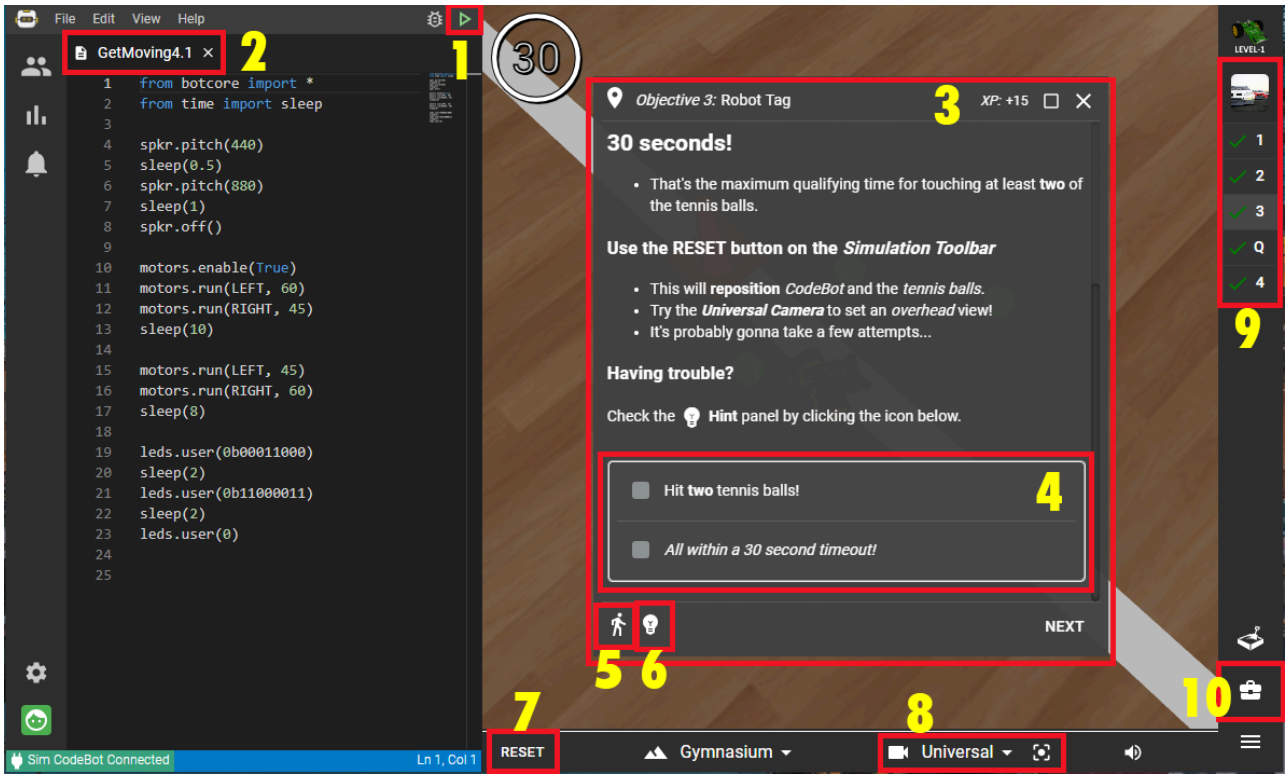
With the given code, which direction will the CodeBot move?
`from botcore import *`
`motors.run(LEFT, 50)`
`motors.run(RIGHT, -50)`
	a. Rotate clockwise
	b. Rotate counterclockwise
	c. Move forward
	d. Won’t move

With the given code, which direction will the CodeBot move?	a. Rotate clockwise b. Move forward c. Move backward d. Move in a circle

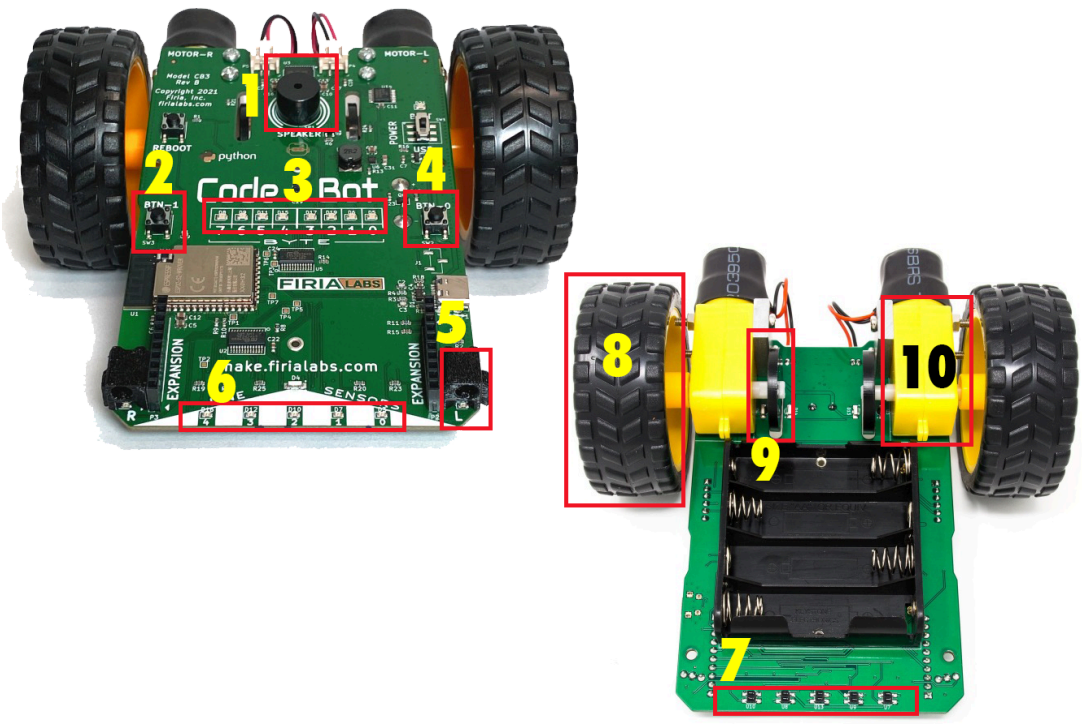
``` from botcore import * motors.enable(True) motors.run(LEFT, 50) motors.run(RIGHT, -50) ```	
With the given code, which direction will the CodeBot move? ``` from botcore import * motors.enable(True) motors.run(LEFT, 35) motors.run(RIGHT, 35) ```	A. Rotate clockwise B. Move forward C. Move backward 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)

Unit 1 Exam Questions (in Microsoft Forms)

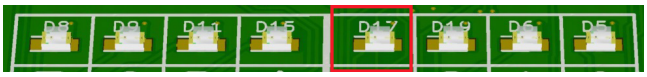
Use this image to answer the questions:



1	Identify #1	a. Debug b. Run c. Objective panel d. Objective goals
2	Identify #4	a. Debug b. Run c. Objective panel d. Objective goals
3	Identify #5	a. Hints b. CodeTrek c. Sandbox d. Toolbox
4	Identify #6	a. Hints b. CodeTrek c. Sandbox d. Toolbox
5	Identify #10	a. Hints b. CodeTrek c. Sandbox d. Toolbox



6	Identify #2	a. Button 0 b. Button 1 c. Speaker d. Proximity sensor
7	Identify #3	a. Line sensor LEDs b. User LEDs c. Line sensors d. Proximity sensors
8	Identify #5	a. Line sensor LEDs b. User LEDs c. Line sensors d. Proximity sensors
9	Identify #6	a. Line sensor LEDs b. User LEDs c. Line sensors d. Proximity sensors
10	Identify #7	a. Line sensor LEDs b. User LEDs c. Line sensors d. Proximity sensors
11	What are binary digits?	a. The numbers from 0 to 7 b. All integers c. True and False d. 0 and 1
12	What symbol is used to add a comment to your code?	a. (Comment) b. # Comment c. ‘ Comment d. “ Comment

13	What is the number of the highlighted LED? 	a. 3 b. 2 c. 4 d. 5
14	What line of code will turn off a single LED?	a. leds.user(False) b. leds.user_num(0, False) c. leds.user(0) d. leds.user_num(False, 0)
15	What line of code uses a binary string to light up user LEDs 1, 3 and 5?	a. leds.user_num(10101000) b. leds(0b10100010) c. leds.user(0b10101000) d. leds.user(0b00101010)
16	What line of code uses a decimal string to turn off all user LEDs?	a. leds.user(3) b. leds.user(0b00000000) c. leds.user(0) d. leds.user(False)
17	What line of code turns on a single line sensor?	a. leds.ls(True) b. leds.ls_num(0) c. leds.ls(0b01000) d. leds.ls_num(0b01000)

18	What is the result of the following code?
	`leds.user(0b00100000)`
	`leds.user_num(3, True)`
		a. leds.user(0b00101000)
		b. leds.user(0b00100000)
		c. leds.user(0b00001000)
		d. leds.user(0b00100100)

19	What code turns off the CodeBot motors?	a. motors.run(LEFT, 0) b. motors.disable(True) c. motors.disable(False) d. motors.enable(False)

20	Which direction will the CodeBot move when the code runs?
	`from botcore import *`
	`motors.run(LEFT, -35)`
	`motors.run(RIGHT, -35)`
	`motors.enable(True)`
		a. Move forward
		b. Move backward
		c. Rotate clockwise
		d. Won't move

21	Which direction will the CodeBot move when the code runs?
	`from botcore import *`
	`motors.run(LEFT, 20)`
	`motors.run(RIGHT, 40)`
	`motors.enable(True)`
		a. Move in a circle
		b. Move forward
		c. Rotate clockwise
		d. Rotate counterclockwise

22	Which direction will the CodeBot move when the code runs?	a. Move forward b. Move backward c. Rotate clockwise d. Won't move

	``` from botcore import * motors.run(LEFT, 60) motors.run(RIGHT, 60) ```	
23	Which direction will the CodeBot move when the code runs? ``` from botcore import * motors.run(LEFT, 45) motors.run(RIGHT, 45) motors.enable(True) ```	a. Move forward b. Move backward c. Rotate clockwise d. Won't move
24	Which direction will the CodeBot move when the code runs? ``` from botcore import * motors.run(LEFT, -30) motors.run(RIGHT, 30) motors.enable(True) ```	a. Move in a circle b. Rotate clockwise c. Rotate counterclockwise d. Move backward
25	What code will play a tone?	a. speaker.play(tone) b. spkr.play(tone) c. spkr.pitch(tone) d. spkr.tone(pitch)