Unit 2 CodeBot Vocabulary By Mission

Mission 4 – Animatronics (Objectives 1-5)	
Loop	Changing the flow of the code by repeating a block of code, subject to a condition
While condition	A statement that tells Python to repeat the block of code as long as the given condition is true
Infinite loop	A loop that never ends because the condition is always true
Updating a variable	Assign a new value, based on the old value of the variable.
Increment	Update a variable by adding one (or any specific number) to the old value
Single equal (=)	Assignment – used to assign a value to a variable
Double equal (==)	Comparison operator to determine if two objects are the same
Break	Exit the nearest enclosing loop
Mission 4 – Animatronics (Objectives 6-12)	
Debounce	Reset the internal status of a button so the press isn't counted twice

While loop	A loop that iterates, or repeats, while a condition is true. In this example, the loop will iterate 10 times, with count having the values 0 through 9. When it becomes 10, the condition is no longer true and the loop ends.
	`count = 0`
	`while count < 10:`

Parameter	A list of names declared in a function definition that receive values when the function is called and act like local variables in the function
Random number	When using randrange, a range of numbers is given (start, stop). The random number will include start but will be less than stop.
Function	A named chunk of code you can run anytime just by calling its name; reuse code without retyping it
Mission 5 - Fence Patrol	
Line sensors	Photo reflective sensors that detect lines and boundaries beneath your 'bot
API	Application Programming Interface – the details of how your program interacts with different services it needs
Analog	Infinite variation, like from dark to light or cold to hot
ADC	Analog to digital converter
REPL	Read Evaluate Print Loop – the command line that lets you type Python statements directly and observe what happens
DRY	Don't Repeat Yourself – never write the same code twice
Return statement	Exits the function and sends a value back to the code where the function was called