

## Mission 5 - Hovering Flight Review Questions

1	Select the computer science definition of: MODULE	<ul style="list-style-type: none"> <li>a. A function that prevents the next line of code from executing until it is completed.</li> <li>b. Interactively enter commands in the console and view output.</li> <li>c. An external source of code that can be imported.</li> <li>d. A function that returns immediately so the next line of code can execute.</li> </ul>
2	Select the computer science definition of: BLOCKING	<ul style="list-style-type: none"> <li>a. A function that prevents the next line of code from executing until it is completed.</li> <li>b. Interactively enter commands in the console and view output.</li> <li>c. An external source of code that can be imported.</li> <li>d. A function that returns immediately so the next line of code can execute.</li> </ul>
3	Select the computer science definition of: NON-BLOCKING	<ul style="list-style-type: none"> <li>a. A function that prevents the next line of code from executing until it is completed.</li> <li>b. Interactively enter commands in the console and view output.</li> <li>c. An external source of code that can be imported.</li> <li>d. A function that returns immediately so the next line of code can execute.</li> </ul>
4	Select the computer science definition of: REPL	<ul style="list-style-type: none"> <li>a. A function that prevents the next line of code from executing until it is completed.</li> <li>b. Interactively enter commands in the console and view output.</li> <li>c. An external source of code that can be imported.</li> <li>d. A function that returns immediately so the next line of code can execute.</li> </ul>
5	Which CodeAIR sensor is used for tracking and holding position?	<ul style="list-style-type: none"> <li>a. Pressure sensor</li> <li>b. Laser rangars</li> <li>c. Optical flow sensor</li> <li>d. Light sensor</li> </ul>
6	What must be included in your code to call the button_arm() function	<ul style="list-style-type: none"> <li>a. def button_arm():</li> <li>b. from safety import *</li> <li>c. from codeair import *</li> <li>d. while True:</li> </ul>
7	What is CodeAIR's distance measured with?	<ul style="list-style-type: none"> <li>a. Inches</li> <li>b. Feet</li> <li>c. Centimeters</li> <li>d. Meters</li> </ul>
8	What is a key component for keeping the drone flying at a desired altitude?	<ul style="list-style-type: none"> <li>a. Laser rangars</li> <li>b. Pressure sensor</li> <li>c. Optical flow sensor</li> <li>d. Light sensor</li> </ul>

9	What function reads the laser ranglers?	<ul style="list-style-type: none"> <li>a. data(RANGERS)</li> <li>b. rangers.data()</li> <li>c. get_data(RANGERS)</li> <li>d. rangers.read()</li> </ul>
10	What line of code unpacks the tuple returned by get_data()?	<ul style="list-style-type: none"> <li>a. get_data.unpack()</li> <li>b. fwd, up, down = get_data()</li> <li>c. get_data() = fwd, up, down</li> <li>d. (fwd, up, down) = get_data()</li> </ul>
11	What is the result of the code? <pre>too_close = 300 up = 250 if up &lt; too_close:     return True</pre>	<ul style="list-style-type: none"> <li>a. True is returned</li> <li>b. False is returned</li> <li>c. Nothing happens</li> <li>d. The program stops</li> </ul>
12	What is the result of the code? <pre>up = 350 too_close = 300 if up &lt; too_close:     return True</pre>	<ul style="list-style-type: none"> <li>a. True is returned</li> <li>b. False is returned</li> <li>c. Nothing happens</li> <li>d. The program stops</li> </ul>
13	What is the purpose of the code? <pre>ticks = 30 for i in range(ticks):     fly.steady(0.1)     fwd, up, down = get_data(RANGERS)     if fwd &lt; too_close:         return True return False</pre>	<ul style="list-style-type: none"> <li>a. Hover at the given distance</li> <li>b. Set the sensors every tenth of a second</li> <li>c. Read the sensors every tenth of a second</li> <li>d. Poll the flight controller every tenth of a second</li> </ul>
14	If fwd is less than 300, what is the result of the code? <pre>too_close = 300 for i in range(30):     fly.steady(0.1)     fwd, up, down = get_data(RANGERS)     if fwd &lt; too_close:         return True return False</pre>	<ul style="list-style-type: none"> <li>a. True is returned</li> <li>b. False is returned</li> <li>c. Nothing happens</li> <li>d. The program stops</li> </ul>
15	What code will cause a continuous speaker beep?	<ul style="list-style-type: none"> <li>a. speaker.beep(440)</li> <li>b. speaker.beep(440, 100)</li> <li>c. speaker.beep(440, 0)</li> <li>d. speaker.on()</li> </ul>

16	What will print after this code runs? <pre>count = 4 count = count + 1 count = count + 1 print(count)</pre>	<ul style="list-style-type: none"><li>a. 4</li><li>b. 5</li><li>c. 6</li><li>d. An error occurs</li></ul>
17	What will print after this code runs? <pre>my_var = True my_var = not my_var print(my_var)</pre>	<ul style="list-style-type: none"><li>a. True</li><li>b. False</li><li>c. my_var</li><li>d. An error occurs</li></ul>
18	Which function is non-blocking?	<ul style="list-style-type: none"><li>a. fly.steady(seconds)</li><li>b. fly.take_off(altitude)</li><li>c. fly.start_forward()</li><li>d. fly.forward(distance, velocity)</li></ul>
19	What is the result of the code? <pre>count = 7 count = count + 1 if count == 8:     pixels.fill(WHITE)</pre>	<ul style="list-style-type: none"><li>a. All pixels are turned WHITE</li><li>b. Nothing happens</li><li>c. All pixels are turned off</li><li>d. The program stops</li></ul>
20	What function turns off all blue LEDs?	<ul style="list-style-type: none"><li>a. leds.set_off()</li><li>b. leds.set(0)</li><li>c. leds.set(BLACK)</li><li>d. leds.set_mask(0, 0)</li></ul>