

<b>CodeAIR Mission 7 Assignment</b>	<b>Name:</b> 
<b>Pre-Mission Preparation</b>	
What do you remember about blocking functions? Give an example.	Answers can vary. Blocking functions don't let other code run until the task is completed. An example is <code>sleep()</code> . No code will run until the <code>sleep()</code> is over.
What do you remember about non-blocking functions? Give an example.	Answers can vary. A non-blocking function starts its task but also continues the code so other tasks can be executed. An example is <code>fly.start_forward()</code> . It will start the drone flying forward and then move to the next instruction. It needs another function call to stop it flying forward.
<b>Mission 7 Checks – Multitasking</b>	
<p>Objective #1 What does “sequentially” mean?</p> <p>Click on <b>scheduler</b>. What does the task scheduler let you do?</p> <p>What type of tasks can be scheduled?</p> <p>What StateMachine function is used to register a callback function?</p> <p>What is the difference between <b>pixels.off</b> and <b>pixels.off()</b>?</p>	<p>Running the code one statement at a time, in order.</p> <p>It lets you run functions periodically.</p> <p>All task functions must be non-blocking, with no sleeping.</p> <p><code>sm.add_task(callback, interval)</code></p> <p><code>pixels.off</code> is the name of the function, <code>pixels.off()</code> calls the function. To register a callback function, you must give the name but not call it.</p>
<p>Objective #2 How do you add another task to the scheduler?</p>	Define another function and then add another <code>sm.add_task()</code> command.
<p>Objective #3 What are some common scheduling blockers?</p> <p>What will the StateMachine do if a task takes too long?</p> <p>Use CodeTrek to add code to your program. Before you run the code, predict what you think will happen.</p>	<p>A long <code>time.sleep()</code> call, waiting for input, performing very complex calculations on a large data set.</p> <p>It will print a debug warning if a task runs for longer than 50 ms (<code>sm.TASK_WARNING_THRESHOLD</code>)</p> <p>Prediction: (Answers will vary) Lights won't blink during their scheduled time.</p>
<p>Objective #4 How do you turn a blocking function like <code>speaker.beep()</code> into a non-blocking function?</p> <p>What function will run a function just once after a specific delay?</p>	<p>Start the beep without blocking (don't give an interval). Then schedule a <code>speaker.off</code> .</p> <p><code>sm.schedule</code></p>

<p>Objective #5 How do you make a sensor check non-blocking?</p> <p>What is the exception to the non-blocking sensor check?</p>	<p>Use the optional argument wait=False</p> <p>The first call to get_data() is called with new log_items. The function will block while registering to receive those items from the flight controller.</p>
<p><b>Post-Mission Reflection</b></p>	
<p>A lot of new coding concepts were introduced during this lesson. List at least three new things you learned or used in your program.</p>	<ol style="list-style-type: none"> <li>1.</li> <li>2.</li> <li>3.</li> </ol>
<p>How do you think you will use these concepts and coding functions in future missions?</p>	<p>Answers will vary.</p>