

**AP CSP Python with Robots
Mission 1 Assignment**

Name:

Getting Started

Welcome to Firia Labs and programming with Python! To get started on your journey, open the CodeSpace programming environment and log in to your account. If this is your first time on CodeSpace, follow these instructions: [\[link to slides\]](#)

Objectives

Complete Objective 1

Complete Objective 2

Complete Objective 3.
Click on the Debugging tool to add it to your toolbox. [What is something you learned about debugging?](#)

Scroll below the image and read about fixing bugs. [Give a brief summary of the debugger.](#)

Complete Objective 4. Click on the Camera Menu Help option. [What kind of help is given?](#)

Take the quiz. [How did you do?](#)

Answers will vary. Possible answers:

- A bug is when your program doesn't do what you intended
- Debugging is the process of understanding what the computer is actually doing.
- Example of a hardware bug (Grace Hopper)

Debuggers allow stepping through a program one line at a time. You can watch each statement and each variable.

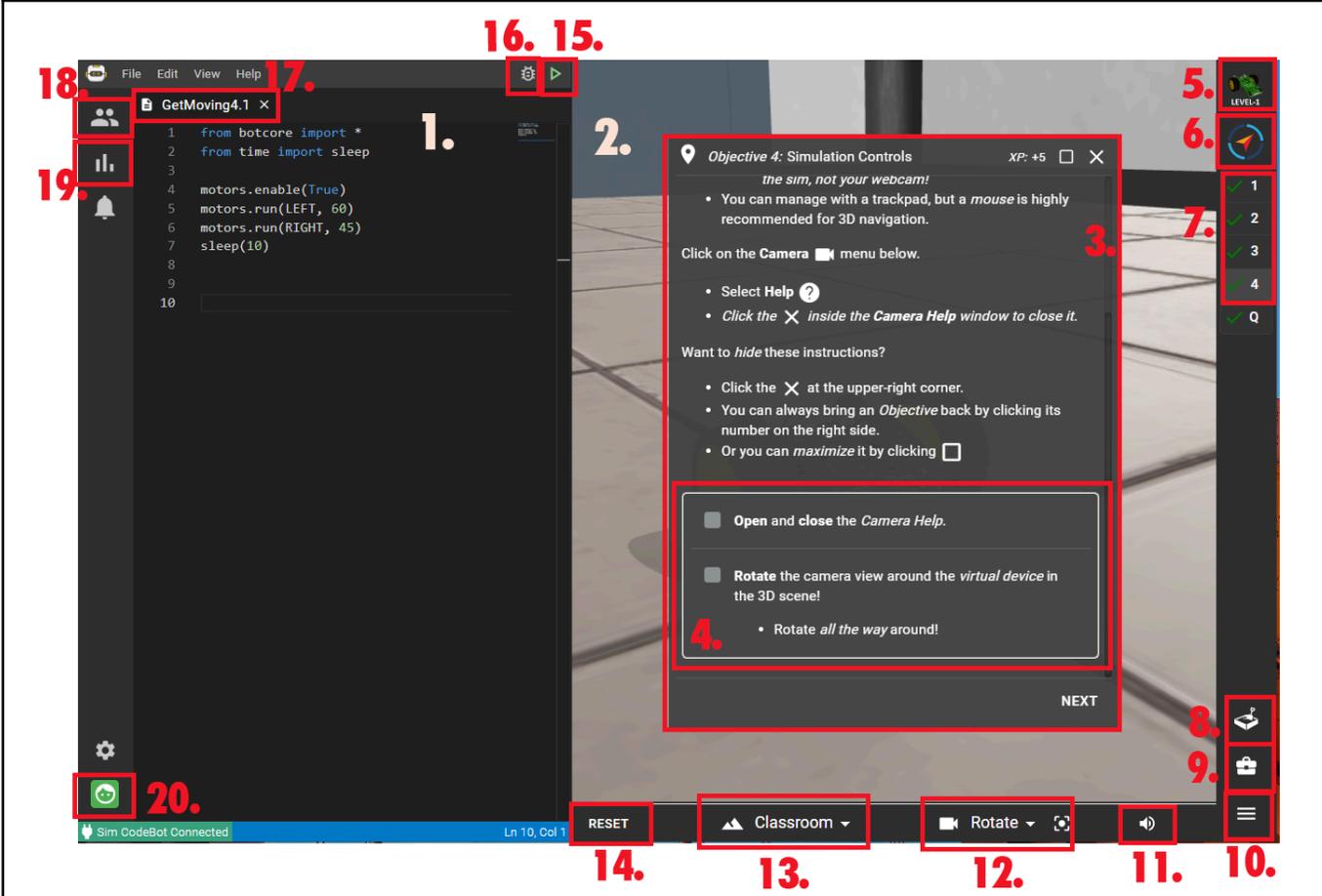
How to use the mouse to move the camera view.

Answers will vary. You can use the results to review missed topics.

This Mission went over only a few parts of CodeSpace. Spend some time exploring the learning environment. Hover your mouse over the icons to see what each one is called and what it does.

When you are familiar with CodeSpace and all its parts, go to the "Check your understanding" on the next page.

Label the parts of CodeSpace:



| | |
|-------------------------|---------------------------|
| 1. Text editor | 11. Scene volume |
| 2. 3D environment | 12. Camera Controls |
| 3. Objectives panel | 13. Select 3D environment |
| 4. Goals | 14. Reset the environment |
| 5. Current mission pack | 15. Run |
| 6. Current mission | 16. Debugger |
| 7. Objectives | 17. Filename |
| 8. Sandbox | 18. Select class |
| 9. Toolbox | 19. Progress and contests |
| 10. Open console panel | 20. Log in / log out |

Parts of CodeSpace:

- Goals
- Objectives
- Camera controls
- Debugger
- Select Class
- Text Editor
- Log in / out
- 3D environment
- Filename
- Open console panel
- Reset the environment
- Current Mission Pack
- Run
- Objective panel
- Sandbox
- Progress and contests
- Toolbox
- Current Mission
- Select 3D environment
- Scene volume