Unit 4 CodeBot Vocabulary by Mission

Mission 7 Lesson 1 – Hot Pursuit (Objectives 1-3)	
Proximity sensors	Infrared (IR) sensors that can detect nearby objects based on the reflected IR light.
Detection threshold	How much light is needed for a True detection. For proximity sensors, the range is 0%--100%.
Emitter power level	The brightness of CodeBot's IR flashlight, with settings from 1 (low) to 8 (high power).
Mission 7 Lesson 2 – Hot Pursuit (Objectives 4-7)	
Calibrate	Using sensor readings to determine values of variables; adapting code to the environment using data.
Automate	Use technology, like a computer, to do a task automatically.
Default	A pre-selected option.
Globals	Variables defined outside of a function; they are available during the entire program and can be accessed throughout the entire program.
Locals	Variables defined inside a function; they only exist while the function is running and can only be accessed in the function.
Mission 7 Lesson 3 – Hot Pursuit (Objectives 8-11)	
Toggle	Flip from True to False, or False to True; on to off or off to on.
Not	A logical operator that is used to toggle a Boolean variable.
Abstraction	The process of taking away or removing characteristics from something in order to reduce it to a set of essential characteristics.
Mission 9 Lesson 1 - All Systems Go!	
System sensors	Sensors that read internal settings, like power and temperature.
Under load	Batteries are being used to power something, like turning on LEDs or running motors.
Float (review)	A decimal number, either positive or negative.
y = mx + b	The equation of a straight line.
User interface (UI)	A way for a person and a machine to communicate, which includes screen, keyboards and LEDs.
Mission 9 Lesson 2 - All Systems Go!	
Milliseconds	A millisecond is a thousandth of a second.
Ambient	Surroundings.
Append	Adding a new item to the end of a list.
Traverse	Accessing each item in a list in order.
Baseline data	Starting point used for comparison; original data.

Deadband	In a control system, the range or band of input values where the output doesn't change.
Mission 9 Lesson 3 - All Systems Go!	
Orientation	The relative position of something.
Accelerometer	A tiny chip that measures the force of acceleration in 3 directions: x, y and z.
Navigation	Knowing where you are and planning and following a route for where you want to be.
Oscillate	Move or swing back and forth at a steady speed.
Proportional	Change at the same rate.
Incline	Sloping upward.