

AP CSP Python with CodeX PT Practice #2 Activity Guide	Name:
Introduction	
During this assignment, you will create a practice Performance Task project.	
Warm-Up	
This program will build on the concepts and program from Mission 4: Display_parameters Open the program in CodeSpace. What does this program do?	Answers will vary. Possible answer: <ul style="list-style-type: none"> ● The program is a game. The screen indicates which button to press, and the player must press the button in the given amount of time. Pixels light up either GREEN or RED to indicate success or failure.
PT Practice #2	
What are the requirements for the Create PT Project?	Answer should include: <ul style="list-style-type: none"> ● A list is created ● Information in the list is used ● A function with a parameter ● The parameter is used in an if statement ● The function has a loop and an if statement
What requirements does Display_parameters already fulfill?	Answer should include: <ul style="list-style-type: none"> ● It has a function with a parameter ● The function has an if statement
What requirements does Display_parameters lack?	Answer should include: <ul style="list-style-type: none"> ● It needs a list ● It needs to use the elements in a list ● The parameter needs to affect function execution ● The function needs a loop
What are some ways you can modify the program to meet all the Create PT requirements?	Answers will vary. Independent or group brainstorming.
Use this space to take notes as you modify the program.	Notes as needed
What other modifications can you think of for the Display program?	Answers will vary. Independent or group brainstorming.
Wrap-Up	
What modifications did you make to the program so that it meets all the Create PT requirements?	Answers will vary. Possible answers include: <ul style="list-style-type: none"> ● Added a list for the button presses ● Used the list in a for loop

	<ul style="list-style-type: none">• Added a level of difficulty. This is a parameter.• Added an if statement for the level of difficulty.• Changed the main program to if statements for button presses• De-bounced the button press
Describe the problem that your program was created to address or the creative expression it pursues.	<p>This was reviewed at the end of the slides. Possible answer:</p> <p>The program is a form of entertainment for bored teenagers as a way to pass the time and also challenge themselves to get better at their hand-eye coordination.</p>
Explain how the input to your program is received and how expected corresponding output(s) are produced as a result.	<p>Possible answer:</p> <p>Input is received through button presses. A button is pressed to select the level of difficulty. Then a button is pressed during the game. The output is a display of pixels. They turn either RED or GREEN, depending on if the correct button is pressed.</p>
During this lesson you created a new program: PT_Practice2. Copy and paste a link to your code: <i>Student goes to File-Share File and then pastes the link here.</i>	