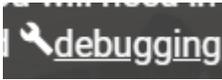
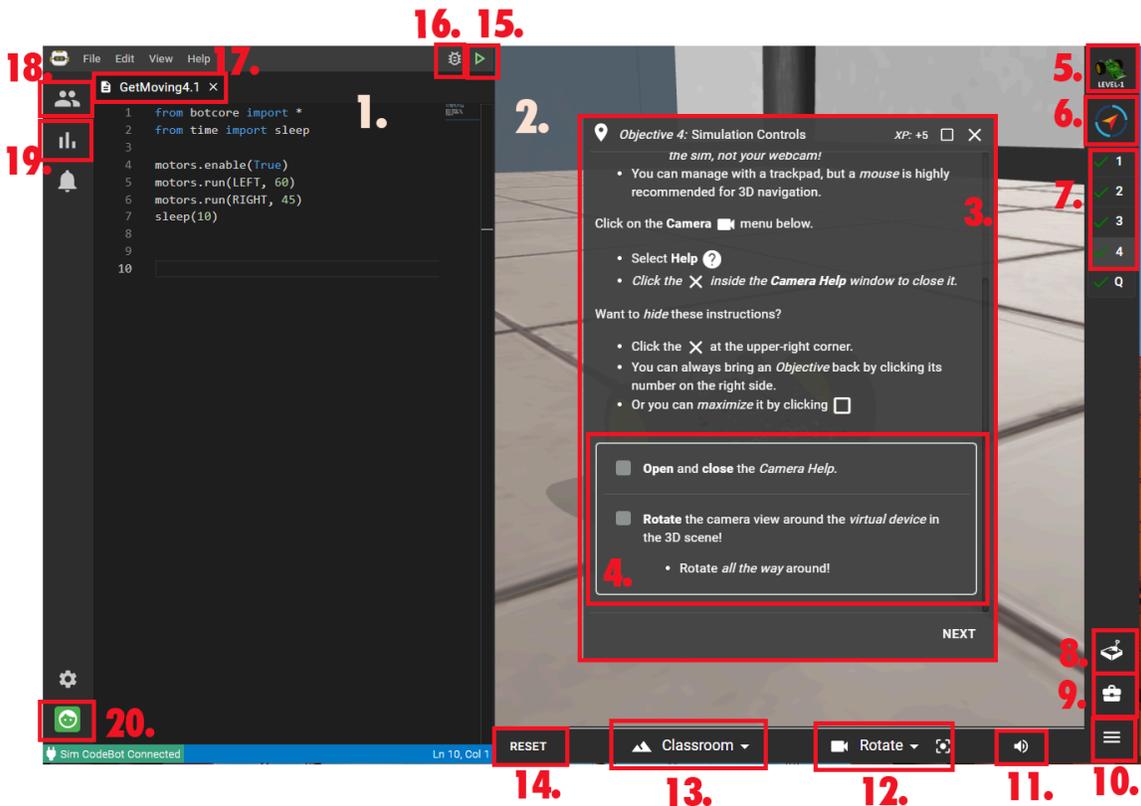


AP CSP Python with CodeX Mission 1 & 2 Assignment	Name:
Getting Started	
Welcome to Firia Labs and programming with Python! To get started on your journey, open CodeSpace and log in to your account. If this is your first time on CodeSpace, follow these instructions: [link to slides]	
Mission 1 : Welcome to CodeSpace Objectives	
Complete Objective 1 Read ALL the information. Take notes in the space provided.	Space for notes as needed
Complete Objective 2 Read ALL the information. Take notes in the space provided.	Space for notes as needed
Complete Objective 3 Read ALL the information. Take notes in the space provided. Click on the debugging tool and read the information.  Paste a snippet of the definition. In the debugging tool, scroll below the image and read about the debugger. Paste a snippet of the paragraph that answers this question: <div data-bbox="324 1234 636 1291" style="background-color: black; color: white; padding: 5px; display: inline-block;"> How are bugs fixed? </div>	<div data-bbox="678 814 1474 919" style="background-color: black; color: white; padding: 5px;"> humans to understand. Debugging is the process of understanding what the computer is <i>actually</i> doing, so you can change the code to do what you <i>want</i> it to do. </div> <div data-bbox="678 1039 1474 1228" style="background-color: black; color: white; padding: 5px;"> How are bugs fixed? Apart from checking the computer for moths hanging around, programmers often use additional software, called a <i>debugger</i>. Debuggers allow <i>stepping</i> through a program and viewing its progress, variables, etc., one line at a time. </div>
Complete Objective 4 Read ALL the information. Take notes in the space provided.	Space for notes as needed
Take the quiz. How did you do?	Answers will vary
Mission 2 : Introducing CodeX Objectives	
Complete Objective 1 Click on display and read about it. What is something you learned about display? Click on audio and read about it. What is something you learned about audio? Click on LEDs and read about it. What is something you learned about LEDs?	Answers will vary! Display: An LCD with full color text and graphics. Output device. Audio: CodeX has audio hardware that lets you record and play sounds. Output device. LEDs: Light emitting diodes. Output device. The CodeX has four bright color pixel LEDs plus 6 red LEDs onboard.

<p>Complete Objective 2</p> <p>Read ALL the information. Take notes in the space provided.</p> <p>What are some hints for handling CodeX?</p>	<p>Hold the CodeX by its edges, keep the CodeX in its case when not in use, and ground yourself before handling the CodeX.</p>
<p>Complete Objective 3</p> <p>What is a CPU?</p> <p>What are some common peripherals?</p>	<p>The CPU is the brain of the CodeX. It is a module with many functions, like microcontroller and a FLASH filesystem.</p> <p>Common peripherals are LED lights, display, push buttons, keyboard, mouse, and speakers.</p>
<p>Complete Objective 4</p> <p>Read ALL the information. Take notes in the space provided. You will connect the CodeX.</p>	<p>Space for notes as needed</p>
<p>Complete Objective 5</p> <p>Read ALL the information. Take notes in the space provided. You will link the CodeX to CodeSpace.</p>	<p>Space for notes as needed</p>
<p>Complete Objective 6</p> <p>Read ALL the information. Take notes in the space provided. You will create a new file.</p>	<p>Space for notes as needed</p>
<p>Complete Objective 7</p> <p>Read ALL the information. Take notes in the space provided. You will add code to your new file.</p>	<p>Space for notes as needed</p>
<p>Take the quiz. How did you do?</p>	<p>Answers will vary</p>
<p>Complete Objective 8</p> <p>Type the code from CodeTrek and run the program.</p>	<p>Space for notes as needed</p>
<p>Complete Objective 9</p> <p>Click on pics to see all 10 pre-built images.</p> <p>What are some images that interest you?</p>	<p>Images include: HEART, HEART_SMALL, MUSIC, HAPPY, SAD, SURPRISED, ASLEEP, TARGET, TSHIRT, PLANE, HOUSE, TIARA as well as 8 arrows.</p>
<p>Mission 1 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 “Label the Parts of CodeSpace” on the next page.</p>	

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