AP CSP Python with CodeX **Mission 4 Obj 1-7 Assignment**	**Name:**
Getting Started	
From car dashboards to giant stadium scoreboards, you see LED displays everywhere, and most of them are controlled by software. The CodeX display is small, but with *your code*, it can do a lot! Learn some CodeX display basics. Use CodeX's NeoPixels and push-buttons to create your first game. We're jumping in head-first with some real Python coding. **During this lesson you will complete the first goal**: Display and print text message strings.	
Mission 4 : Display Games Objectives 1-7	
Complete Objective 1 Read ALL the information. Click on argument to add it to your toolbox. What does "argument" mean?	An argument is passing data to functions.
Complete Objective 2 Read ALL the information. Click on type and string to add them to your toolbox. Give a fact about variable types: What are the three variable types discussed? What is a "string"?	The toolbox mentions four data types and None. It is the kind of information stored in a variable. You can use type() to read a variable's type name. The three variable types discussed in CodeSpace are CodeX image, integer and string. A string is a sequence of characters, like words or sentences. They are surrounded in single or double quotes.
Complete Objective 3 Follow CodeTrek to add code. Read the Hint. What error occurs?	A TypeError occurs.
Complete Objective 4 Read ALL the information. What built-in function will convert any value to a string? What built-in function will convert any value to an integer (if possible)?	str() converts anything to a string int() converts the argument to an integer
Complete Objective 5 Follow CodeTrek to add code. What happens when you run the code?	Only the second line of text shows on the screen.
Complete Objective 6 Take notes in the space provided. How did you change the code?	Changed the display.show() to display.print() so that both lines of text show on the screen.
Take the quiz. How did you do? Is there a concept you need to review?	Answers will vary.

Complete Objective 7 Read ALL the information. Click on branching and boolean and indented to add them to your toolbox. Give a fact about branching: Give a fact about boolean: Give a fact about indenting:	Branches are decision points in code. Code takes a different branch depending on a condition. The if statement tells Python to only run the block of code indented beneath it if condition_A is True. A boolean is True or False. Boolean values are named for a famous mathematician George Boole. True and False are keywords. A boolean is a often a result of a condition. Indenting is structuring blocks of Python code. Indented code is offset to the right by 4 spaces and follows a statement ending in a colon (:). Indentation needs to be consistent! It is used to define a block of code instead of { }
What is the algorithm for the game?	If a specific button was pressed then: • A pixel turns GREEN Otherwise: • A pixel turns RED
Submit the assignment to the teacher.	