Name:

FIRIA LABS MISSION 6 LOG

Pre-Mission Preparation	
Make a list of blinking indicators, like flashing road signs or traffic lights:	Answers will vary • Airplane landing field • Remote when you push a button to find it • Car signals • Outside buildings when the store wants to get your attention • Video and arcade games
Mission Objective #4	
Click on LOOP. Write the definition of “loop”:	Repeating sections of code A statement that repeats an indented block of code as long as a condition is True.
Write a fact about loops:	Answers can vary: • Loops let you change the flow of your code • A while loop repeats a block of code as long as a condition is true • A break command can be used to break out of a loop before the condition is true • A for loop is another type of loop; it has a range iterator
Write the definition of “while loop”:	A while loop repeats a block of code as long as a condition is true
Click on condition. What is the result of a condition?	A Boolean, or True / False
Give an example of a condition:	Answers can vary. You can challenge your students to think of an example not given in the instructions. • game_over == False • number > 5 • count < 10
Mission Objective #5	
Write a definition of “infinite loop”:	A continuous loop; doesn’t stop because the condition is always True
Mission Objective #6	

CodeX has 6 buttons that are used as input. Click on “CodeX buttons” and use the information in the toolbox to write the name of each button:

BTN_U	Up	BTN_D	Down	BTN_L	Left
BTN_R	Right	BTN_A	A	BTN_B	B

Mission Objective #10 & 11	
Give an example of code that will increment:	Answers can vary: delay = delay + 0.2
Give an example of code that will decrement:	Answers can vary: delay = delay - 0.2

Post-Mission Reflection

What are some things with buttons you might want to program to control something?	Answers will vary