Mission 13 Assignment	**Name:**

Pre-Mission Preparation

During this mission you will learn a new way to navigate the CodeBot. What techniques have you used so far to move around the CodeBot?	

Mission 13 Checks

Objective #1 How many slots does each wheel encoder have?	
What data is returned when a wheel encoder is read?	
Objective #2 How do you filter out duplicate values?	
Run the code and look at the printed values. What are the ranges of values printed?	
Objective #3 Write a line of code that creates a string of 10 percent symbols.	
Objective #4 What error is caused by: val / 100	
Objective #5 What caused the error?	
How do you prevent the error?	
Objective #6 What is the data type of: is_slot `is_slot = val > SLOT_THRESHOLD` What is the algorithm for counting the slots in one complete turn?	
Objective #7 How did you change the infinite loop to ensure you went exactly 40 counts?	

Objective #8 How do you convert centimeters to counts?	

Objective #9 When the 'bot needs to turn, what type of power (+ or -) will the wheels need?	direction	LEFT	RIGHT
	clockwise		
	counterclockwise		

Objective #10 What are the values of the variables & constant?	POLL_MS	
	t_poll	
	t_now	

Objective #11 What two lines of code do you add before motors.run() to create a feedback loop?	
Objective #12 List at least two changes you made to your code to drive around the free throw circle:	

Post-Mission Reflection

On a scale of 1 (not fun) to 5 (the best!), rank this mission. Explain why.	
On a scale of 1 (too easy) to 5 (very hard), rank this mission. Explain why.	
What is one tip you would give a new programmer about finding and fixing errors in code?	