|  |  |  |
| --- | --- | --- |
| **AP CSP Python with CodeX**  **PT Practice #4 Activity Guide** | | **Name:** |
| **Introduction** | | |
| During this assignment, you will create a practice Performance Task project. | | |
| **Warm-Up** | | |
| This program will be a remix of PT\_Practice2.  Open the program in CodeSpace.  Describe the play\_game() function. |  | |
| This program will also be a remix of PT\_Practice3.  Open the program in CodeSpace.  Describe the pick\_student function. |  | |
| **PT Practice #4** | | |
| What are the requirements for the Create PT Project? |  | |
| Use this space to take notes as you create a remix program. |  | |
| What other remix ideas can you think of for a Create PT program? |  | |
| **Wrap-Up** | | |
| Explain how PT\_Practice4 meets the requirements for the Create PT. |  | |
| Explain how you used or could have used feedback, testing or reflection in the development of your program. |  | |
| Identify an expected user of your program. Describe one way your program’s design meets the needs of this user. |  | |
| Programs accept input to achieve their intended functionality. Describe at least one valid input to your program and what your program does with that input. |  | |
| During this lesson you created a new program: PT\_Practice4. Copy and paste a link to your code: | | |