| **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 1Read ALL the information. Click on argument to add it to your toolbox.What does “argument” mean? |  |
| Complete Objective 2Read 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”? |  |
| Complete Objective 3Follow CodeTrek to add code. Read the Hint.What error occurs? |  |
| Complete Objective 4Read 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)? |  |
| Complete Objective 5Follow CodeTrek to add code.What happens when you run the code? |  |
| Complete Objective 6Take notes in the space provided.How did you change the code? |  |
| Take the quiz. How did you do? Is there a concept you need to review? |  |
| Complete Objective 7Read 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: |  |
| What is the algorithm for the game? |  |
| Submit the assignment to the teacher. |