| **AP CSP Python with CodeX**  **Mission 4 Obj 1-7 Assignment** | | **Name:** |
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| **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? |  | |
| 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”? |  | |
| Complete Objective 3 Follow CodeTrek to add code. Read the Hint.  What error 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)? |  | |
| Complete Objective 5 Follow CodeTrek to add code.  What happens when you run the code? |  | |
| Complete Objective 6 Take 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 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: |  | |
| What is the algorithm for the game? |  | |
| Submit the assignment to the teacher. | | |