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| **AP CSP Python with CodeX**  **Mission 4 Obj 8-10 & Functions Assignment** | | **Name:** |
| **Getting Started** | | |
| This lesson continues Mission 4. It includes additional instructions to create and use functions in the program. **During this lesson you will complete the last two mission goals**. | | |
| **Mission 4 : Display Games Objectives 8-10** | | |
| Complete Objective 8 You will not use CodeX for this objective. Use the 3D simulator to find the buttons. |  | |
| Complete Objective 9 Read ALL the information.  What are two ways to access the CodeX buttons? What is the difference? |  | |
| Take the quiz. How did you do? Is there a concept you need to review? |  | |
| Complete Objective 10 Which buttons will you use for the game, and in what order? |  | |
| **Mission 4 : Functions** | | |
| Slides 1-6.  What is a function?  What is procedure abstraction?  What are some reasons to use functions? |  | |
| Slides 7-14.  Follow the instructions in the slides to create and call functions in the Display program. Take notes as needed. |  | |
| **EXTENSIONS**  Still have time? Make modifications to your code. Come up with your own idea, or try one of these:   * Fill the screen with red or green (or a short delay) in addition to changing a pixel * Add an image at the end of the game * Instead of lighting a pixel, display a message of “Right” or “Wrong”. * Extend the game to more than 4 questions. * Add a function for turning off all pixels and clearing the screen that is called at the end of the program. | | |
| Submit the assignment and the completed Display\_functions program to the teacher. | | |