



# CODEBOT MISSION 4 LOG - Lesson 3

ANSWER KEY

## Pre-Mission Warm-Up

What lines of code play a beep?

Answer should include three lines:  
`spkr.pitch(440)`  
`sleep(0.1)`  
`spkr.off()`

What lines of code debounce a button?

Answer should include three lines of code, but could include more if they include the speaker:  
`if buttons.was_pressed(0):`  
`sleep(0.1)`  
`buttons.was_pressed(0)`

## Mission 4 Lesson 3 – Animatronics

### Mission 4 Objective 8

- Create a new file **RobotMoves**. Follow the slides to write your code.

What code is needed before the motors will run?

`motors.enable(True)`

Use your data from Mission 3 Lesson 3. What speed and for how many seconds is needed to move forward 2 feet?

Answers will vary, depending on their data. Possible answer:  
Power: 80  
Seconds: 2.0

Use your data from Mission 3 Lesson 3. What speed and for how many seconds is needed to turn the robot a full circle?

Answers will vary, depending on their data. Possible answer:  
Power: 30, -30  
Seconds: 3.75

### Mission 4 Objective 9

- Look at the sample code below. Fill out the chart about the while loop for each one.

```
loops = 0
while loops < 5:
    loops = loops + 1
```

Control variable

`loops`

Initial value

`0`

Specific number

`5`

Increment

`loops = loops + 1`

<pre>skips = 0 while skips &lt; 10:     skips = skips + 2</pre>	<table><tr><td>Control variable</td><td>skips</td></tr><tr><td>Initial value</td><td>0</td></tr><tr><td>Specific number</td><td>10</td></tr><tr><td>Increment</td><td>skips = skips + 2</td></tr></table>	Control variable	skips	Initial value	0	Specific number	10	Increment	skips = skips + 2							
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Initial value	0															
Specific number	10															
Increment	skips = skips + 2															
<pre>down = 10 while down &gt; 1:     down = down - 1</pre>	<table><tr><td>Control variable</td><td>down</td></tr><tr><td>Initial value</td><td>10</td></tr><tr><td>Specific number</td><td>1</td></tr><tr><td>Increment</td><td>down = down - 1</td></tr></table>	Control variable	down	Initial value	10	Specific number	1	Increment	down = down - 1							
Control variable	down															
Initial value	10															
Specific number	1															
Increment	down = down - 1															
Mission 4 Objective 10																
Fill out the chart by indicating the lowest and highest integer possible for each function call.	<table><tr><td>Function call</td><td>Lowest</td><td>Highest</td></tr><tr><td>randrange(0, 2)</td><td>0</td><td>1</td></tr><tr><td>randrange(1, 15)</td><td>1</td><td>14</td></tr><tr><td>randrange(100, 1000)</td><td>100</td><td>999</td></tr><tr><td>randrange(10, 101)</td><td>10</td><td>100</td></tr></table>	Function call	Lowest	Highest	randrange(0, 2)	0	1	randrange(1, 15)	1	14	randrange(100, 1000)	100	999	randrange(10, 101)	10	100
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Mission 4 Objective 11																
What is a function?	A function is a named chunk of code that can be called anytime and as often as you need to. It reduces code duplication.															
How do you create a function?	def note(freq, duration):															
How do you call a function?	note(349, 0.4)															
Post-Mission Reflection																
What part of this program was a review from earlier programs?	Answers can vary. Possible answers: <ul style="list-style-type: none"><li>Using a while True: loop</li><li>If buttons.was_pressed(0): and break</li><li>motors.enable(True)</li><li>Moving forward and spinning</li><li>Incrementing</li><li>Using spkr.pitch() and spkr.off()</li></ul>															

What part of this program was new?

Answers can vary. Possible answer:

- From random import randrange()
- Freq = randrange(100, 1000)
- While count < 10:
- Defining and calling a function