



CODEBOT MISSION 5 LOG - Lesson 4

ANSWER KEY

Pre-Mission Warm-Up

What code will move the 'bot forward?	<code>motors.enable(True)</code> <code>motors.run(LEFT, 50)</code> <code>motors.run(RIGHT, 50)</code> Speed can be any power, but both should be the same.
What code will move the 'bot backward?	<code>motors.run(LEFT, -30)</code> <code>motors.run(RIGHT, -30)</code> Speed can be any power, but both should be the same and negative.
What code will turn the 'bot?	<code>motors.run(LEFT, 30)</code> <code>motors.run(RIGHT, -30)</code> Speed can be any power, but both should be the same, with one positive and one negative.

Mission 5 Lesson 4 – Fence Patrol

Mission 5 Objective 9

Write the code for the <code>go_forward()</code> function.	<pre>def go_forward(): motors.run(LEFT, 45) motors.run(RIGHT, 45)</pre>
What is the algorithm for the <code>back_turn()</code> function?	<ol style="list-style-type: none">1. Move backward (same negative speed)2. Wait with a sleep command3. Turn (same but opposite speeds)4. Wait with a sleep command
Where do you call the <code>go_forward()</code> function?	In the else: block, added to the if hit: block.
Where do you call the <code>back_turn()</code> function?	In the if hit: block, just before incrementing the counter variable

Post-Mission Reflection

How do functions help manage the program code for the fence patrol?	<p>Answers will vary. Some points that could be mentioned:</p> <ul style="list-style-type: none">• Functions organize the code into named chunks, making it easier to read and maintain.• The if hit: block of code is easier to read and shorter when it calls functions instead of including all the code for movement.• The functions that read the line sensor enable the code to be reused without a copy and paste.• It is easier to change a value in the function because they are near the top and easy to find.
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