# Unit 1 CodeBot Vocabulary By Mission

| **Lesson – Getting Started** | |
|---|---|
| Browser | Software that displays web pages |
| Cloud | A place to save files and data through the Internet |
| **Mission 1 – Welcome to CodeSpace** | |
| Objective | The steps in the mission; has a goal to accomplish |
| Text editor | Where you type the code |
| Code | Instructions to the computer |
| Toolbox | A place in CodeSpace to keep information you learn about programming concepts so you can use it later when you need the information |
| Simulation | A 3D environment that lets you see the robot move and interact in a virtual world |
| Debugging | Fixing your code |
| **Mission 2 Lesson 1 – Introducing CodeBot** | |
| CodeBot | A computer on wheels with lots of sensors and controls built-in |
| Peripherals | Devices that give input or output to CodeBot (some CodeBot peripherals are LED lights, speaker, motors, line sensors, proximity sensors, an accelerometer, and pushbuttons) |
| Motors | Programmable electric engines; powers the wheels |
| LEDs | Light emitting diodes; tiny and efficient electronic components that produce light |
| Wheel encoders | Discs that rotate, counting the invisible IR light beam pulses through its slots |
| Static electricity | A charge that can build up and causes a jolt and spark when grounded |
| **Mission 2 Lesson 2 – Introducing CodeBot** | |
| Comment | Code that doesn't get run (more information in Mission 3) |
| Import | Provides access to a module (or library) of pre-defined Python objects and functions to use in your code |
| Boolean | A data type that has two possible values: True or False |
| **Mission 3 Lesson 1 – Time and Motion (Objectives 1-5)** | |
| Physical computing | Writing code (instructions) for a physical device, like CodeBot or cars |
| Editor shortcuts | Keyboard hotkeys to write code faster; combinations of keys which complete a task |
| CPU | The "brain" of the computer that executes your code; the Central Processing Unit |
| Debugging | The process of understanding what the computer is actually doing and then changing the code to do what you want it to do |

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|---|---|
| Argument | A value that is passed to a function |
| Literal | An actual value, like 1 or “hello” or True |
| Variable | A name to which you assign some data, like a number; must be defined before it is used |
| **Mission 3 Lesson 2 – Time and Motion (Objective 6)** | |
| Binary | A number system, or computer language, that uses only 0s and 1s |
| Bit | A single binary digit (on/off or 1/0) |
| Byte | A set of 8-bits of binary data |
| Bit banging | Controlling hardware with binary digits |
| **Mission 3 Lesson 3 – Time and Motion (Objectives 7-8)** | |
| Wildcard | The * character; shorthand for “everything” |
| **Mission 3 Lesson 4 – Time and Motion (Objectives 9-11)** | |
| Algorithm | A list of instructions, in order, that the computer can follow to complete a task. (A precise sequence of instructions that the computer can follow exactly, one step at a time, to complete a task or solve a problem.) |
| Comments | Notes in the code about what you are doing; ignored by the computer |
| Whitespace | Adding blank lines and space around symbols to make the code more readable |
| Control flow (Branching) | Decision points in code; code will take a different branch or path depending on a condition |
| Condition | A Boolean value (True or False), often the result of a comparison operator like <, > or =<br>Use an if statement, optionally followed by an elif or else, for branching |
| Indenting | A way to structure blocks of code by offsetting a block of code four spaces; blocks of code are indented following a statement with a colon (:) |