

AP CSP Python with CodeX Mission 3 Assignment	Name:
Getting Started	
<p>This Mission will light up those pixels in full color! You will also learn how to vary the speed of the color change. Your CodeX has 4 RGB LEDs along its top edge. You can set these LEDs to any color. Review the mission reminders. Then go to Mission 3 and get started.</p>	
Mission 3 : Light Show Objectives	
<p>Complete Objective 1 Read ALL the information. Take notes in the space provided.</p> <p>What does RGB stand for?</p> <p>What are the 8 pre-defined colors mentioned so far?</p> <p>What are the numbers of the pixels?</p>	<p>RGB stands for Red, Green, Blue.</p> <p>The pre-defined colors mentioned are: BLACK, WHITE, RED, GREEN, BLUE, YELLOW, CYAN, MAGENTA, ORANGE and BROWN</p> <p>The pixels are numbered 0, 1, 2, and 3.</p>
<p>Complete Objective 2 Read ALL the information. Take notes in the space provided.</p>	<p>Space for notes as needed</p>
<p>Complete Objective 3 Read ALL the information. Take notes in the space provided.</p> <p>What does “sequentially” mean?</p>	<p>The computer executes code sequentially, meaning it starts with the first line, then the second, and so on.</p>
<p>Complete Objective 4 Take notes in the space provided.</p>	<p>Space for notes as needed</p>
<p>Take the quiz. How did you do?</p>	<p>Answers will vary</p>
<p>Complete Objective 5 Take notes in the space provided.</p> <p>What does the CodeSpace debugger let you do?</p> <p>When does each line of code run?</p>	<p>The CodeSpace debugger lets you step your program one line at a time, at your own speed, so you can understand exactly what the computer is doing and debug your code.</p> <p>Each line of code runs after the Step button is clicked.</p>
<p>Complete Objective 6 Take notes in the space provided.</p>	<p>Space for notes as needed</p>
<p>Complete Objective 7 Take notes in the space provided.</p>	<p>Space for notes as needed</p>
<p>Complete Objective 8 Read ALL the information. Take notes in</p>	<p>A literal is an actual number or value, like 1.</p> <p>A variable is a name to which you assign some data. The data could</p>

<p>the space provided.</p> <p>What is a literal (or <i>literal number</i>)?</p> <p>What is a variable?</p> <p>Give an example of defining a variable:</p> <p>Use CodeTrek to help you with the code.</p>	<p>be a number, a color, or any other type of information your program uses.</p> <p>delay = 1</p>
<p>Take the quiz. How did you do?</p>	<p>Answers will vary. Review as needed.</p>
<p>Complete Objective 9</p> <p>Read ALL the information. Take notes in the space provided.</p> <p>Use CodeTrek and the Hints to complete the program.</p>	<p>Space for notes as needed</p>
<p>Submit the completed Pixels1 program to the teacher.</p>	