**Unit 3 Links to Kahoots and Unit Tests**

| Type of Division | <https://create.kahoot.it/share/types-of-division-review/7c4b9298-1bc7-4ca7-9c85-050933c2ef3b> |
| --- | --- |
| Mission 9 | <https://create.kahoot.it/share/firia-labs-mission-9/6d47a695-09a7-49f0-ac44-fce2d24f7fb1> |

| **Types of Division Kahoot Review** | |
| --- | --- |
| What are the possible values of ‘num’? | 1. 0, 1 2. 1, 2, 3, 4, 5 3. 0, 1, 2, 3, 4 4. All integers |
| What are the possible values of ‘num’? | 1. 0, 1 2. 1, 2 3. 0, 1, 2 4. All integers |
| Evaluate 7 / 4 = | 1. 1 2. 0.75 3. 3 4. 1.75 |
| Evaluate 7 // 4 = | 1. 1 2. 0.75 3. 3 4. 1.75 |
| Evaluate 7 % 4 == | 1. 1 2. 0.75 3. 3 4. 1.75 |

| **Mission 9 Kahoot Review** | |
| --- | --- |
| What are the possible values of ‘num’? | 1. 1, 2, 3, 4, 5 2. 0, 1, 2, 3, 4 3. 0, 1, 2, 3, 4, 5 4. -5 through +5 |
| What value is assigned to ‘color’? | 1. YELLOW 2. ORANGE 3. WHITE 4. Index out of range error |
| Which code has the correct indenting? |  |
| This code is an example of: | 1. Function 2. Parameter 3. Logical operator 4. Control variable |
| When will the loop stop? | 1. When ‘index’ reaches 8 2. When ‘index’ reaches 7 3. When ‘index’ reaches 0 4. When ‘index’ is incremented |
| How many times will the loop execute? | 1. 1 time 2. 9 times 3. 10 times 4. Infinite loop |
| The value 3 is an example of: | 1. A function definition 2. A parameter 3. An argument 4. A loop control variable |
| The variable ‘num’ is an example of: | 1. A function definition 2. A parameter 3. An argument 4. A loop control variable |
| The variable ‘count’ is an example of: | 1. A function definition 2. A parameter 3. An argument 4. A loop control variable |
| The highlighted code is an example of: | 1. A function definition 2. Increment a control variable 3. A parameter 4. A loop control variable |
| The highlighted code is an example of: | 1. A function definition 2. Increment a control variable 3. A function call 4. A loop control variable |
| The highlighted code is an example of: | 1. A function definition 2. Increment a control variable 3. A function call 4. A loop control variable |
| What code correctly defines a function? | 1. def lite\_pixels(num): 2. def lite\_pixels(3) 3. lite\_pixels(3) 4. lite\_pixels(num): |
| What code correctly calls a function? | 1. def lite\_pixels(num): 2. def lite\_pixels(3) 3. lite\_pixels(3) 4. lite\_pixels(num): |
| What variable is the loop control variable? | 1. delay 2. index 3. loops 4. count |

**Unit 3 Question Bank: Vocabulary**

| Select the best computer science definition for each vocabulary word | |
| --- | --- |
| Logical operator | 1. The condition that controls a loop 2. A way to loop through a list 3. Operators that handle combinations of Boolean results: and / or 4. Operators that create a Boolean expression: <, >, == |
| Function | 1. A type of iteration with a loop 2. A named chunk of code you can run anytime by calling it 3. A type of selection with an if statement 4. A way to input information by pressing a button |
| Argument | 1. The value passed into a function - information needed to complete a task 2. A read-only version of a list 3. A variable in a function that gets a value when the function is called 4. A variable that exists only inside a function |
| Parameter | 1. The value passed into a function - information needed to complete a task 2. A read-only version of a list 3. A variable in a function that gets a value when the function is called 4. A variable that exists only inside a function |
| Local variable | 1. The value passed into a function - information needed to complete a task 2. A read-only version of a list 3. A variable in a function that gets a value when the function is called 4. A variable that exists only inside a function |
| Tuple | 1. The value passed into a function - information needed to complete a task 2. A read-only version of a list 3. A variable in a function that gets a value when the function is called 4. A variable used in a condition that determines when a loop will end |
| Control variable | 1. The value passed into a function - information needed to complete a task 2. A variable in a function that gets a value when the function is called 3. A local variable in a function that gets a value when the function is called 4. A variable used in a condition that determines when a loop will end |
| Decimal division | 1. Division problem where the answer is a real number 2. Division problem with two answers: the integer and the remainder 3. The remainder of a long division problem 4. Division problem where the answer is a whole number only |
| Integer division | 1. Division problem where the answer is a real number 2. Division problem with two answers: the integer and the remainder 3. The remainder of a long division problem 4. Division problem where the answer is a whole number only |
| Modulo division | 1. Division problem where the answer is a real number 2. Division problem with two answers: the integer and the remainder 3. The remainder of a long division problem 4. Division problem where the answer is a whole number only |
| Traverse | 1. Defining and calling a function 2. Traveling through a list one element at a time 3. A list of lists 4. Executing code one line at a time |
| Matrix | 1. A read-only version of a list 2. Traveling through a list one element at a time 3. A list of lists 4. Executing code one line at a time |
| Procedural abstraction | 1. A named set of instructions that accomplishes a task   B. A technique that breaks down complex tasks into smaller tasks  C. A technique that simplifies complex information, making data easier to manage and use  D. A sequence of items you can access with an index. |
| Data abstraction | 1. A named set of instructions that accomplishes a task   B. A technique that breaks down complex tasks into smaller tasks  C. A technique that simplifies complex information, making data easier to manage and use  D. A sequence of items you can access with an index. |

**Unit 3 Question Bank: Concepts and Coding**

| The code is an example of: | 1. Function 2. Parameter 3. Control variable 4. Logical operator |
| --- | --- |
| When will the loop stop? | 1. When index = 5 2. When index = 4 3. When index = 6 4. When index is incremented |
| How many times will the loop execute? | 1. 1 time 2. 7 times 3. 8 times 4. Infinite loop |
| The highlighted code is an example of: | 1. A function definition 2. A function call 3. An argument 4. A parameter |
| The highlighted code is an example of: | 1. A loop control variable 2. A function call 3. An argument 4. A parameter |
| The highlighted code is an example of: | 1. A loop control variable 2. Increment a control variable 3. An argument 4. A parameter |
| The highlighted code is an example of: | 1. A function definition 2. A function call 3. An argument 4. A parameter |
| The highlighted code is an example of: | 1. A function definition 2. A function call 3. An argument 4. A parameter |
| The highlighted code is an example of: | 1. A function definition 2. A function call 3. An argument 4. A parameter |
| What variable is the loop control variable? | 1. num 2. end\_value 3. score 4. count |
| What code correctly defines a function with a parameter? | 1. def turn\_on(pix): 2. def turn\_on(3) 3. turn\_on(3) 4. turn\_on(pix): |
| What code correctly calls a function with a parameter? | 1. def turn\_on(pix): 2. def turn\_on(3) 3. turn\_on(3) 4. turn\_on(pix): |
| Which of the following code segments is an example of using ‘color’ as a parameter? | 1. B.   C.  D. |
| Which of the following code segments is an example of using ‘color’ as an argument? | 1. B.   C.   **D.** |
| Which of the following code segments is an example of using ‘color’ as a local variable? | 1. B.   **C.**   D. |
| Which line of code correctly calls a function, given this function definition. | 1. turn\_pixels(RED, 50) 2. turn\_pixels(RED, 50, 0.5) 3. turn\_pixels(color, brightness, delay): 4. turn\_pixels(delay, brightness, color) |
| The highlighted code is an example of: | 1. Parameter 2. Argument 3. Local variable 4. Global variable |
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| The highlighted code is an example of: | 1. Parameter 2. Argument 3. Local variable 4. Global variable |
| All the following are reasons to use a parameter EXCEPT: | 1. It is used as a loop control variable 2. It is used as an argument for a built-in function 3. It is used to calculate another value 4. It is used in a comparison |
| Given this code segment, what are the values of ‘index’? | 1. 4, 9, 3, 8, 2 2. 5 3. 0, 1, 2, 3, 4 4. 0 |
| Given this code segment, what are the values of ‘index’? | 1. 4, 9, 3, 8, 2 2. 5 3. 0, 1, 2, 3, 4 4. 0 |
| Which code segment will display the names in the list on CodeX? |  |
| Which code segment will repeatedly display names from the list ‘count’ times? |  |
| Which code segment correctly defines a matrix? |  |
| Which code segment correctly traverses a matrix? |  |
| What does this code segment do? | 1. Checks to see if ‘schedule’ is an element of the list ‘course’ 2. Checks to see if ‘course’ is an element of the list ‘schedule’ 3. Traverses the list ‘course’ and prints the schedule 4. Traverses the list ‘schedule’ and prints each course |
| What does this code segment do? | 1. Appends a new course to the list 2. Assigns to ‘course’ an integer typed in the Console 3. Assigns to ‘course’ the text that is typed in the Console 4. Assigns to ‘course’ the value “Enter a class:” |
| What does this code segment do? | 1. Appends a new course to the list 2. Assigns to ‘course’ an integer typed in the Console 3. Assigns to ‘course’ the text that is typed in the Console 4. Assigns to ‘course’ the value “Enter a class:” |
| What does this code segment do? | 1. Append 20 random numbers between 1 and 50 to the list 2. Append 20 random numbers between 0 and 49 to the list 3. Append 50 random numbers between 0 and 20 to the list 4. Append the numbers 1 through 50 to the list |
| What does this code segment do? | 1. Displays ‘no match’ on the CodeX screen 2. Displays ‘match’ on the CodeX screen 3. Appends the letter to the\_list 4. First displays ‘match’ and then appends the letter to the\_list |
| What does this code segment do? | 1. Has a syntax error and will not run 2. Creates second\_list, which is the same as first\_list 3. Creates a second\_list with items from first\_list that are less than 20 4. Creates a second\_list with items from first\_list that are more than 20 |
| What line of code will display the number 20 on the CodeX screen? | 1. print(20) 2. display.print(20) 3. display.print(int(20)) 4. display.print(str(20)) |
| Which statement is NOT a reason to traverse a list? | 1. Display all items in a list one at a time 2. Display random items in a list a given number of times 3. Look through a list to see if a specific value is in the list 4. Create a filtered list |