Mission 6 - Robot Metronome Review Questions

Select the computer science definition of: LITERAL	<ul> <li>a. The status of a system with transitions</li> <li>b. A name to which you assign some data</li> <li>c. An actual value, like 1 or "hello" or True</li> <li>d. The position of an item in a list</li> </ul>
Select the computer science definition of: STATE	<ul> <li>a. The status of a system with transitions</li> <li>b. A name to which you assign some data</li> <li>c. An actual value, like 1 or "hello" or True</li> <li>d. The position of an item in a list</li> </ul>
Select the computer science definition of: INDEX	<ul> <li>a. The status of a system with transitions</li> <li>b. A name to which you assign some data</li> <li>c. An actual value, like 1 or "hello" or True</li> <li>d. The position of an item in a list</li> </ul>
What is the code for an <b>infinite loop</b> ?	<ul> <li>a. while count &lt; 10:</li> <li>b. while True:</li> <li>c. while count == 0:</li> <li>d. if True:</li> </ul>
What are the values of the <b>Boolean</b> data type?	<ul> <li>a. 0 and 1</li> <li>b. True and False</li> <li>c. Anything in range(10)</li> <li>d. and, or, not</li> </ul>
Given the code, what is the value of <b>delay</b> ? delay = 1 / 4 + 40	a. 40.25 b. 44.1 c. 1/44 d. 42.5
Given the code, what is the value of sound_on?  sound_on = True  sound_on = not sound_on	a. Not b. True c. False d. Causes an error
What does the <b>not</b> operator do?	<ul> <li>a. Returns True of both operands are true</li> <li>b. Returns True if either operand is true</li> <li>c. Toggles a Boolean value</li> <li>d. Toggles an integer value</li> </ul>
What code turns on an LED if the state variable is False?	<ul><li>a. leds.user(0)</li><li>b. leds.user(sound_on)</li><li>c. leds.pwr(sound_on)</li><li>d. leds.pwr(not sound_on)</li></ul>
Given the code that uses bit-shift, what is the value of user_leds?  user_leds = 0b00001  user_leds = 1 << 3	a. 0b00100 b. 0b01000 c. 0b10000 d. Causes an error
What code correctly checks if a variable is the same as a constant?	<ul> <li>a. if select = 1:</li> <li>b. if select == 1:</li> <li>c. select = 1</li> <li>d. select == 1</li> </ul>

What code correctly assigns a literal to a variable?	<ul> <li>a. if select = 1:</li> <li>b. if select == 1:</li> <li>c. select = 1</li> <li>d. select == 1</li> </ul>
What does this code do?  if tempo_select == len(tempo_list):  tempo_select = 0	<ul> <li>a. Updates the variable to 0 if the index limit is reached</li> <li>b. Updates the variable to 0 if the index limit is exceeded</li> <li>c. Updates the variable to the len when it is 0</li> <li>d. Updates the len() when it is the same as the variable</li> </ul>
What does this code do?  if buttons.was_pressed(0):  sound_on = not sound_on	<ul> <li>a. Toggles the state variable when BTN-0 is pressed</li> <li>b. Toggles the state variable when BTN-0 is not pressed</li> <li>c. Turns on the LED when the button is pressed</li> <li>d. Turns off the LED when the button is pressed</li> </ul>
This code doesn't work correctly. How can it be fixed?  while True:     leds.user(0b11111111)     sleep(0.1)     leds.user(0)     sleep(0.1)	<ul> <li>a. Change leds.user(0) to leds.user(0b00000000)</li> <li>b. Change sleep(0.1) to sleep(1)</li> <li>c. Remove the indenting from the second and third lines</li> <li>d. Add indenting to the fourth and fifth lines</li> </ul>
What code defines a list?	a. my_list = (10, 20, 30, 40) b. my_list = [10, 20, 30, 40] c. my_list(10, 20, 30, 40) d. my_list = '10, 20, 30, 40'
What is the first index of a list?	a. 0 b. 1 c. A d. Depends on the list
How do you access an item in a list?	a. my_list(index) b. index(my_list) c. my_list[index] d. my_list.index()
Given the code, what is the value of number?  my_list = [10, 20, 30, 40]  number = my_list[2]	a. 2 b. 10 c. 20 d. 30
What error does this code avoid?  if tempo_select == len(tempo_list):  tempo_select = 0	<ul> <li>a. Undefined error</li> <li>b. Index out of range error</li> <li>c. Attribute error</li> <li>d. Name error</li> </ul>