Assessment

Lesson 3.3 Summative Assessment Questions

1. What is an **event** in coding?

   A. One thing causing another thing to happen
   B. One thing causing a loop
   C. One thing having no effect on other things
   D. One thing that stops the code from working

2. Which of the following is an example of writing an **event** when you are coding?

   A. Repeat forever
   B. Repeat while Pin __ is On
   C. Turn Pin __ Off
   D. Turn Pin __ On

3. To run a *sequence* of code as long as a *condition* is true, you use a __ block in Blockly.

   A. Repeat forever
   B. Repeat _ times
   C. Repeat while
   D. Turn Pin __ On

4. To run a sequence of code over and over again, you use a __ block in Blockly.

   A. Repeat forever
   B. Repeat _ times
   C. Repeat while true
   D. Turn Pin __ On

5. Why would you place one Repeat loop within another Repeat loop (a nested loop)?

   A. You want the emphasize to the computer that you want the sequence to repeat forever.
   B. You want 3 LED's to light up in order over and over and blink at a particular rate when they're lighting up.
   C. You want a sequence of events to occur one time.
   D. You want to make 3 LED's blink over and over forever.

6. When your code does not do what you thought it would, what do you do?

   A. Change one thing at a time and try again.
   B. Read the code one line at a time to figure out which one may need correcting.
   C. Verify the Pin numbers in the code and whether they are being set to On or Off with the pin map.
   D. All of these things.

When building circuits with the Raspberry Pi, buttons are ___ and the LEDs are ___.

    A. Inputs, Outputs
    B. Outputs, Inputs
    C. Inputs, Inputs
    D. Outputs, Outputs

8. How did you get your LED turn on using code in PiperCode?

    A. It happens automatically, no control is needed
    B. Have the Pin connected to the LED turn on when the Pin connected to the button is On
    C. Repeat the sequence of code forever
    D. Check when the LED Pin is Off and turn it On