

## Computer Science Level 1 - Blocks with VEXcode VR Course

### Unit 4 - Lesson 3: Driving Until Pressed Quiz



1. What will the VR Robot do when the Bumper Sensor is pressed in this project?

- a. Turn right for 180 degrees.
- b. Stop driving.
- c. Turn right for 90 degrees.
- d. Drive in reverse for 200 millimeters (mm).



2. True or False: This block shape can be used as a condition.

- a. True
- b. False

3. Which of the following is a reason to use a condition in a VEXcode VR project?

- a. To control the flow of a project when using blocks from the Control category by allowing the project to optionally run a section of code based on the evaluation of a Boolean condition.
- b. To instruct the VR Robot to search for and fix project errors.
- c. To check for the best condition for the VR Robot to run properly in order to avoid hazards.
- d. To step through a project one command at a time, in order to better understand the project flow.

**4. What feature highlight blocks as they progress through the project execution?**

- a. The Step feature.
  - b. The Share feature.
  - c. The Tutorial Videos.
  - d. The example projects.
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**5. Why is it helpful to use the "Step" feature in a project?**

- a. It allows you to move backwards through a project.
  - b. It allows you to track the time it takes to execute a project.
  - c. It allows the user to trace the flow of a project in order to find and fix problems.
  - d. It shows examples of how to correct problems in a project.
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