

Level-1 Mission 4 - Get Moving **Review Questions**

What does this code do? <pre>from botcore import *</pre>	a. Allows you to use * in your code b. Allows you to use the motors functions of the CodeBot c. Allows you to use the 'botcore' command d. Allows you to use the 'sleep' command
What does this code do? <pre>from time import sleep</pre>	a. Allows you to use 'time' from the sleep module b. Allows you to use 'sleep' from the time module c. Temporarily pauses the program d. Allows you to use the motors functions of the CodeBot
What code has to run before the motors will run?	a. motors.run(LEFT, 0) b. motors.run(RIGHT, 100) c. motors.disabled(False) d. motors.enabled(True)
What code allows the motors to run for a brief amount of time?	a. sleep(5) b. time(5) c. motors.run(LEFT, 5) d. motors.enable(True)
With the given code, which direction will the CodeBot move? <pre>from botcore import * motors.run(LEFT, 50) motors.run(RIGHT, -50)</pre>	a. Rotate clockwise b. Rotate counterclockwise c. Move forward d. Won't move
With the given code, which direction will the CodeBot move? <pre>from botcore import * motors.enable(True) motors.run(LEFT, 50) motors.run(RIGHT, -50)</pre>	a. Rotate clockwise b. Move forward c. Move backward d. Move in a circle
With the given code, which direction will the CodeBot move? <pre>from botcore import * motors.enable(True) motors.run(LEFT, 35) motors.run(RIGHT, 35)</pre>	A. Rotate clockwise B. Move forward C. Move backward D. Move in a circle
With the given code, which direction will the CodeBot move? <pre>from botcore import * motors.enable(True) motors.run(LEFT, 50) motors.run(RIGHT, 35)</pre>	a. Rotate clockwise b. Move forward c. Move backward d. Move in a circle

With the given code, which direction will the CodeBot move? <pre>from botcore import * motors.enable(True) motors.run(LEFT, -35) motors.run(RIGHT, -35)</pre>	a. Rotate clockwise b. Move forward c. Move backward d. Move in a circle
What code will play a tone?	a. speaker.play(tone) b. spkr.play(tone) c. spkr.pitch(tone) d. spkr.tone(pitch)