**Module B.1**

4. Explain the difference between a constant and a variable.

A constant cannot be changed during an execution. A variable can be changed during an execution.

5. A character or string that is incorrectly placed in a command that causes an error in execution.

b) A bug that causes the error to run incorrectly and give a undesired output.

c) An error that happens during an execution that the designer could do nothing about.

-setup(): is the function when the sketch starts. Used to initialize, variables, pin modes, libraries, etc.

-loop(): is after creating a setup(), it loops consecutively, allowing the program to change and respond.

-High/Low: when writing a digital pin there are only two values that it can be set to, HIGH or LOW

-INPUT | OUTPUT | INPUT\_PULLUP: there are 3 digital pins that can be changed with pinMode(), which change the electrical behavior of the pin

True/False: there are two constants used to represent truth and falsity in Arduino language. False = 0 / True = 1.

pinMode: configures the pin to be an input or output.

digitalWrite: configures high/low value to a digital pin.

digitalRead: reads the digitalWrite