**Level 1:** DONE

**Level 2:**

1. **Done**

**2 and 3.**

1. **pinMode**: Configures the specified pin to behave either as an input or an output.
2. **Output**: Pins configured as OUTPUT with pinMode() are said to be in a low-impedance state. This means that they can provide a substantial amount of current to other circuits.
3. **Input:** Arduino pins configured as INPUT with pinMode() are said to be in a high-impedance state. Pins configured as INPUT make extremely small demands on the circuit
4. **LED\_BULLTIN**- This is a led connected to a digital pin and its numbers may vary from board type
5. **void setup()-**the setup function runs once when you press reset or power the board
6. **Void Loop**: Loop function runs over and over again
7. **digitalWrite(LED\_BUILTIN, HIGH**) – Write the high value to a digital pins
8. **delay(1000);** - Pauses the program for the amount of time (in milliseconds) specified as limit. (There are 1000 milliseconds in a second.)
9. **digitalWrite(LED\_BUILTIN, LOW**) – Write the low value to a digital pin.

**4.** A constant is a value that never changes and a variable is a value that can change depending on conditions.

**5**. **A syntax error** is when there is an error in your commands due to you placing a character in the wrong spot causing failure.

**A logic error** is a bug in a program that causes the program to run inaccurately.

A **Runtime Error** is a program error that occurs while the program was running.