Module B.6 Level 2

1. The functions in the program are digitalWrite(), pinMode(), setup(), loop(), void and delay.
2. digitalWrite()

* It is when you select a pin to be used and give it an output of high or low. This is if it is configured as an output.
* If configured was a input, it will enable (high) or disable (low) the internal pull up in the input pin.

pinMode()

* It would configure a pin as a input or output.

delay

* It would pause a program for the amount of time in milliseconds which is set in the parameter.
* 1000 milliseconds in a second.

Setup()

* This is a function called to start the sketch and can only run once.

Loop()

* Loops parts of the program.

Void

* Void is used only in function declarations.

1. Constants are predefined expressions in the Arduino language. They are used to make the programs easier to read. A variable is a place to store a piece of data. It has a name, a value, and a type.
2. A syntax error is an error in the syntax of a coding or programming language, entered by a programmer.
   1. A logic error (or logical error) is a mistake in a program's [source code](https://techterms.com/definition/sourcecode) that results in incorrect or unexpected behavior. It is a type of [runtime error](https://techterms.com/definition/runtime_error) that may simply produce the wrong [output](https://techterms.com/definition/output) or may cause a program to crash while running.
   2. A [runtime](https://techterms.com/definition/runtime) error is a [program](https://techterms.com/definition/program) error that occurs while the program is running.