

Day 14 - Final Project



It's the last day! Day 14 is here. Today you are going to be building such a cool program and you're even going to have some drones flying around with your Python code. Get ready Player 1.

You are going to be refactoring Day 11's Multiple Choice Quiz App. The difference is today you are importing DroneBlocksTello from droneblocks (installed in previous lesson). You will also notice questions.py is imported. We have separated all our questions into the file called questions.py. Random is a very cool module that allows you to use "random" values for lists / numbers.

Day 14 >  main.py > ...

```
1  # Import questions, random
2  from droneblocks.DroneBlocksTello import DroneBlocksTello
3  from questions import all_questions
4  import random
```

There is something cool that happened. You needed to access the "streaks" and "scores" variable from inside a function. We can do this by typing "global" before the variable in the function:

```
23  def quiz(each_question):
24      global score
25      global streak
```

Variables inside the function work well together with other variables that are also inside the function. This is called "Scope" and is a more advanced Python topic.

```
63  tello.connect()
64  if score >= 200:
65      tello.set_speed(100)
66  elif score >= 100:
67      tello.set_speed(50)
68  elif score > 10:
69      tello.set_speed(10)
70  tello.takeoff()
71  # time.sleep(1)
72  tello.move_forward(120)
73  tello.land()
```

Once the user has gain enough points by answering the multiple choice questions, they will stop the questions phase of the program and then move on to the Launch part.

As you can see, we connect to our tello on line 63. Our if statement then determines the speed of the drone.

Line 70 it's go time and we actually take off! Amazing.

And that's it. You've done it. Now the classroom is your oyster. Remix the code and make it your own. Can you fly in a shape? What if you said the drone will only takeoff if score > x??

