Circuit Playground Learnings

|  |  |
| --- | --- |
| Activity completion check off | \_\_\_\_\_\_ Blink \_\_\_\_\_\_ Fade \_\_\_\_\_\_ Button  \_\_\_\_\_\_ RGB LED \_\_\_\_\_\_ Sound |
| What is a Circuit Playground? |  |
| What is an Embedded System? Include an example (that was not provided in class), pros, and cons. |  |
| What is the difference between digital and analog? |  |
| What can if-statements be used for in code? |  |
| What are some benefits **and** pitfalls of pair programming? |  |
| What is a variable? What is a value? |  |
| What is a method and why is it useful? |  |
| What does RBG stand for? What is its significance? |  |
| Describe the feature you added to the traffic light. |  |
| Describe an obstacle you encountered while working with the Circuit Playground (hardware, software, or both). How did you overcome it and what did you learn? |  |
|  |  |