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① The importance of setup is that it initializes variables, pin modes using Library, etc. And set up function only run once. The function draws make the function animated.

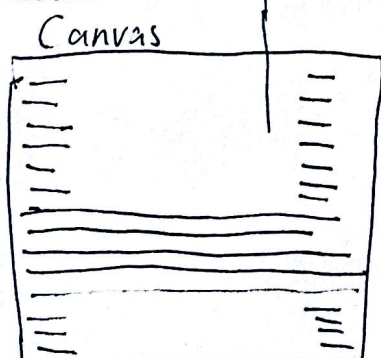
② The draw function can run the function in Setup continuously.

③ $Z = 18$

④ Function Setup () {
createCanvas(200, 200);
background(255); }

function draw () {
for (var i = 20; i < 100; i = i + 10) {
Line (10, i, 100, 100 + i);
Line (100, 100 + i, 190, i)
}
}

Variable Name	variable value
offset	40
y ₁	10
y ₂	20
y ₃	30
...	
y ₈	80



⑥ a.400

b.5

⑦ Turn off for on an LED - Digital Read
Set the brightness of two LEDs

Read a value from a light-dependent resistor - analogRead

Determine if an input is High or Low - Digital Write

void setup () { pinMode (LED_BUILTIN, OUTPUT); }

void loop () { digitalWrite (LED_BUILTIN, HIGH);
delay (100);

digitalWrite (LED_BUILTIN, LOW);
delay (100); }

Don't know How to
Draw, and Don't know
the grid.