VEXcode VR Alpha

Lesson 3: Setting Velocities for Turning

Direction: Select the correct answer for each item.

1. Which of the following statements best describes a Swing Turn?
   - A. It occurs when the left and right motors are moving at the same speed but in different directions.
   - B. It is a movement where 1 motor moves faster than the other motor.
   - C. Both A and B.
   - D. None of the above

2. Which of the following statements best describes a Point Turn?
   - A. It occurs when the left and right motors are moving at the same speed but in different directions.
   - B. It is a movement where 1 motor moves faster than the other motor.
   - C. Both A and B.
   - D. None of the above

3. Which of the following images best illustrates a Point Turn?

A.

C.

B.

D.

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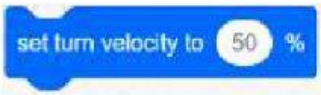
4. Which of the following rotates the drivetrain for a given number of degrees?

A.

C. 

B.

D. None of the above.

5. Which of the following can be accepted by the turn for block?

A. Decimals

C. Numeric blocks

B. Integers

D. All of the above

6. By default, when using the *Turn for* block, other blocks will wait until the Drivetrain is done turning.

A. True

C. Maybe

B. False

D. Cannot be answered

7. What is the function of this arrow?

A. It expands to *set ( ) %*. This allows the turn to be made faster or slower based on the percentage.

B. It expands to *don't wait*. This will cause other blocks to continue running while the Drivetrain turns.

C. It expands to *access Help*. The Help explains what a block does so that you can figure out if it's helpful for your project.

D. None of the above.

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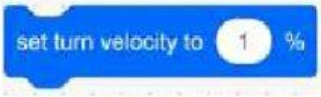
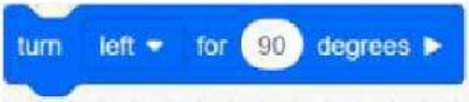
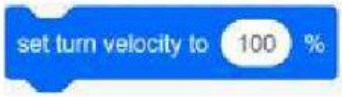
8. Which of the following blocks will make the turning speed faster?

A. 

C. 

B. 

D. None of the above.

For numbers 9 and 10, kindly refer to the program below:

9. What value should I input on the Set Turn Velocity block to make the turning speed slower?

A. 10

C. 100

B. -10

D. -100

10. Using the program above, the VR robot will move as planned.

A. True

C. Maybe

B. False

D. Cannot be answered

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