

microcontroller, sensor, actuator, malware, VR headset, NPC, sprite, game engine, collision, encryption

- 1.The _____ processes input from the sensors and controls output devices.
- 2.The robot's _____ detects distance using infrared.
- 3.The _____ moves the robotic arm.
- 4.A _____ can be used for immersive simulations.
- 5.Be careful when downloading software—it may contain _____.
- 6.In many games, the _____ handles physics and rendering.
- 7.The player-controlled object is often displayed as a _____.
- 8.A _____ helps protect sensitive user data.
- 9.If two objects hit each other in a game, it's a _____.
- 10.An _____ is a character controlled by the computer.

Choose the correct form of the verb.

1. The robot arm (**moves / is moving**) right now.
2. Engineers usually (**test / are testing**) their prototypes before launch.
3. I (**use / am using**) a VR headset to play this game now.
4. That sprite (**flies / is flying**) across the screen.
5. The programmer (**builds / is building**) a new level today.