

### Multiple Choice (1 mark each)

1. What is the purpose of a loop in VEX VR?
  - A. To move in a circle
  - B. To repeat actions
  - C. To test sensors
  - D. To stop the program
2. Which block checks for an obstacle in front of the robot?
  - A. if touching object
  - B. if wall\_detected()
  - C. repeat until
  - D. if sensor\_on()
3. What does the command 'Turn right 90 degrees' do?
  - A. Spins forever
  - B. Turns the robot halfway
  - C. Rotates the robot 90° clockwise
  - D. Makes the robot turn left
4. What is the correct unit used to move the robot forward in VEX VR?
  - A. Pixels
  - B. Degrees
  - C. Millimetres (mm)
  - D. Seconds
5. What is the role of the [Repeat x times] block?
  - A. It checks for errors
  - B. It makes a shape
  - C. It repeats a group of blocks a set number of times
  - D. It saves the code
6. Which block in VEXcode VR moves the robot forward a set distance?

Turn Right

Drive Forward

Set Drive Velocity

Repeat

7. What is the Python equivalent of the "Drive Forward" block?

turn\_right()

drive\_velocity(100)

drive\_for(FORWARD, 200, MM)

start\_drive()

8. In Python, what does wait(1, SECONDS) do?

Pauses the robot for 1 second

Waits for user input

Stops the program

None of the above

**9. Why is `from vex import *` important in a VEX VR Python program?**

It creates variables

It starts the robot automatically

It imports commands and robot functionality

None of the above

**10. Which of the following correctly sets the robot's turning speed in Python?**

`drive_velocity(70)`

`set_turn_velocity(70, DEGREES)`

`set_turn_velocity(70, PERCENT)`

`turn_speed(70)`