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| **Lesson 2.3 Key Term Crossword** |



ACROSS

1 A system of discrete states: high or

low, on or off, 1 or 0.(2 words)

3 A system that uses feedback from the

output to control the input.(3 words)

5 A company-wide management

philosophy for planning, integration, and

implementation of automation. (3 words)

8 To function imperfectly or badly.

9 A new product, system, or process that

has never existed before, created by study

and experimentation.

10 A touch sensor used to limit the motion of

a moving device. Limit switches may be

used to provide a precise beginning and

end point to mechanical motion.(2 words)

11 Try out a new procedure, idea, or activity.

13 A sensor used to measure the angular

position of the axle or shaft passing

through its center.

15 Using descriptive text to explain portions

of code. Comments do not change the

way a robot behaves, but are important for

the programmer to remember what the

code does.

16 A device that detects some important

physical quality or quantity about the

surrounding environment, and conveys the

information to the robot in electronic form.

20 Using computers to operate and control

machines and processes to manufacture a

product. (3 words)

23 A turn where one wheel rotates forward

and the other rotates backward, causing

the robot to sit and spin in place. (2 words)

25 A group of interacting, interrelated, or

interdependent elements or parts that

function together as a whole to accomplish

a goal.

27 The information produced by a computer.

28 Information fed into a system.

29 Locating and finding the cause of

problems related to technological

products or systems.

30 A control system that has no means for

comparing the output with input for control

purposes. An open-loop system often

requires human intervention.(3 words)

31 The efficient production of small amounts

of products.(3 words)

DOWN

2 An improvement of an existing

technological product, system, or method

of doing something.

4 The ability to bring a desired result with

the least waste of time, energy, or

material.

6 A sensor that detects physical contact and

reports back to the controller whether its

contact area is being pushed in or not.(2

words)

7 A turn where one wheel rotates and the

other stays in place, causing the robot's

body to "swing" around the stationary

wheel.(2 words)

12 Shorthand notation for programming

which uses a combination of informal p

programming structures and verbal

descriptions of code.

14 Information about the output of a system

that can be used to make adjustments.

17 Set of instructions that control the

operation of a computer.

18 A signal having the characteristic of

being continuous and changing smoothly

over a given range, rather than switching

suddenly between certain levels. (2 words)

19 A control flow statement that allows code

to be executed repeatedly.(2 words)

21 A technique that is used to make a

process automatic.

22 Anything your robot does; turning on a

motor is a behavior, following a line is a

behavior, navigating a maze is a behavior.

24 Programs and other operating

information used by a computer.

26 A level or point at which something would

start or cease to happen or come into

effect.