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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.