

1. What is the first step in getting Ozobot to follow a path, according to the text?
 - (a) Designing an Ozobot Editor program
 - (b) Capturing a snapshot of the figure using an LLM Bot and connected camera
 - (c) Providing a prompt to the LLM
 - (d) Parsing the LLM response
2. Which LLM Model is recommended for use in the program, based on the text?
 - (a) GPT-4
 - (b) Bard
 - (c) Google (mini) LLM Model
 - (d) Llama 2
3. What information does the LLM response contain?
 - (a) Only the lengths of each segment
 - (b) Only the directions to turn at each point
 - (c) The lengths of each segment and the direction to turn at each point
 - (d) The coordinates of each point on the path
4. What is the process of extracting information from the LLM response string called?
 - (a) Compiling
 - (b) Parsing
 - (c) Interpreting
 - (d) Decoding
5. In the example of printing slides from PowerPoint, what characters are searched for during parsing?
 - (a) Letters and numbers
 - (b) Commas and dashes
 - (c) Semicolons and colons
 - (d) Parentheses and brackets
6. How does Word count the number of words in a document?
 - (a) By counting the number of characters
 - (b) By counting the number of sentences

- (c) By searching for blank spaces between words
- (d) By using a built-in dictionary

7. What is the index of the first character in the LLM response string?

- (a) 1
- (b) 0
- (c) -1
- (d) It depends on the length of the string

8. According to the text, what is true about the path lengths in the LLM response string?

- (a) Each path length is three characters long.
- (b) Each path length starts at an index that is divisible by 2.
- (c) Each path length is two characters long.
- (d) Each path length is separated by two blank spaces.

9. Besides the main program, how many function subroutines does the Ozobot Editor program consist of, according to the text?

- (a) 1
- (b) 2
- (c) 3
- (d) 4

10. What category of blocks in the Ozobot Editor is particularly important for parsing the LLMresponse variable?

- (a) Math
- (b) Color
- (c) Text
- (d) Logic