I. (3 points) What do the two arguments in the following instruction: \texttt{PlayTone}(65,11) stand for? Be Specific.

65 = the frequency of the tone played in Hz (cycles per second)  
11 = the duration that the specified tone should be played in milliseconds  
= 0.11 s

II. (3 points) Circle the Item(s) that are cleared when the “clear memory” option is chosen from within the Bricx Command Center “Tools” menu.

- Program in slot 2  
- All data  
- Firmware

III. (4 points) What do you hear from your RCX as it executes the following program:

```c

task main()
{
    PlaySound(SOUND_CLICK);
    PlaySound(SOUND_UP);
    PlaySound(SOUND_DOWN);
    ClearSound();
}
```

When the program initializes, it starts to play the first sound and moves to the next sound before the first is finished playing. Both the second and third sounds are saved into the sound buffer but immediately are then erased by the \texttt{ClearSound()} Command. So all you will hear is a click and then silence.