Lesson 1.06: Quiz and Debugging

# Learning Objectives

* Define and identify: syntax errors, runtime errors, semantic errors
* Respond to error messages

# Materials/Preparation

* Quiz
* Read through the debugging activity so that you are familiar with the requirements and can assist students

# Pacing Guide

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| Duration | Description |
| 5 Minutes | Welcome, attendance, bell work, announcements |
| 25 Minutes | Quiz |
| 25 Minutes | Debugging Activity |

# Instructor’s Notes

1. Quiz
   1. Will be on terminology
   2. Input
   3. Printing
   4. What value will a variable be after a shuffle
2. Debugging Activity
   1. Have students take notes on the three main types of errors. Have some code that is broken and look at error messages. Have students right down where they would look for the error that was occurring.
   2. Discuss how to debug semantic errors and how to “think like the interpreter”