**Module C.2 Answers**

Integrated Development Environment:

1. Colour Coding, code examples, verifying/testing, import code, accessibility
2. Colour coding is to show if you typed the Arduino word correctly, it works when you type a word that is built in to Arduino. Code examples helps teaching code to people new to Arduino, it is shown in the examples tab. Verifying/testing is to know if the code you have works, it is shown as a check mark at the top of the page. Import code is to get code from somewhere else and put it in your sketch book. Arduino has easy accessibility because you can use it from anywhere.

Version Control System

1. Storage, sharing, history, recovery, accessibility
2. Storage is to save files in Github, you can do this by pressing upload files. Sharing is to share files with other people, you can do this by giving others your URL. History is used to look at files you recently uploaded, you can do this by pressing history. Recovery is to get files that you recently uploaded if you lost files, you can do this by pressing history and click on the files you want. Github has easy access because you can use it from anywhere.
3. History, recovery, find file, projects

Programming Errors

1. A syntax error is a character or string incorrectly placed in a command or instruction that causes a failure in execution.

digitalWrite(LED\_BUILTIN, HIGH)

delay(1000)

digitalWrite(LED\_BUILTIN, LOW)

delay(1000)

}

This error occurred because there were no semi colons after each line of code

1. A runtime error is a program error that occurs while the program is running.
2. void setup() {

int status;

pinMode(13, OUTPUT);

digitalWrite(13, status);

I wrote “status” instead of “OUTPUT” or “greenLED = 13”. The code still verifies but when tested on the Arduino board the LEDs don’t turn on.

1. A logic error is a bug in a program that causes it to operate incorrectly, but not to crash the program.
2. int led = 13;

void setup() {

pinMode(led, OUTPUT); isnt written after “void setup() {“ so the LED does not turn on.