**Coding in Minecraft – Advanced Coding Using JavaScript**

**Lesson 6 – Errors**

**Assessment Challenge Worksheet**

|  |  |
| --- | --- |
| **Name:** |  |

**Instructions**

Complete the below tables for each of the Assessment Challenges and upload your completed file to the student portal.

**Assessment Challenge 1 - Find the syntax errors:**

player.Chat("checkers", function () {

    agent.teleportToPlayer()

    agent.move(FORWARD, 1

    for (let i = 0; i < 10 - 1; i++) {

        for(let i0 = 0; i0 < 5; i0++) {

            agent.move(FORWARD, 1)

            agent.setSlot(1)

            agent.place(BACK)

            agent.move(FORWARD,1)

            agent.setSlot(2)

            agent.place(BACK)

        }

        if (i % 2 == 0){

            agent.turn(LEFT\_TURN)

        }else{

            agent.turn(right\_turn)

        }

        agent.move(FORWARD, 1)

        if (i % 2 == 0){

            agent.turn(LEFT\_TURN)

        }else{

            agent.turn(RIGHT\_TURN)

        }

        agent.move(FORWARD, 1)

    }

})

In the above code, there are 3 syntax errors.

Can you identify them and provide a resolution to the errors?

For your answer, please complete the table below:

|  |  |  |  |
| --- | --- | --- | --- |
| **Error Number** | **Line number of syntax error** | **Description of syntax error** | **How to fix syntax error** |
| 1 |  |  |  |
| 2 |  |  |  |
| 3 |  |  |  |

**Assessment Challenge 2 - Find the semantic errors:**

player.onChat("house", function () {

    agent.teleportToPlayer()

    agent.move(FORWARD, 1)

    agent.setAssist(PLACE\_ON\_MOVE, false)

    agent.setAssist(DESTROY\_OBSTACLES, true)

    for (let i = 0; i < 4; i++) {

        for(let i = 0; i < 4; i++) {

            agent.move(FORWARD, 4)

            agent.turn(LEFT\_TURN)

        }

        agent.move(UP, 2)

    }

})

You want your code to build the basic 4 walls of a house (each wall is 5 blocks high and 5 blocks long) for you to manually complete later.

The basic algorithm for your code is as follows:

* Move the agent to the player's position
* Move the agent forward by 1
* Set the agent to place blocks when the move
* Set the agent to destroy any blocks in their way
* Loop around for each level of the house, moving up
* one level on the Y axis after each iteration
* Loop around to place 5 blocks for the wall
* Turn left

In the above code, there are 3 semantic errors.

Can you identify them and provide a resolution to the errors?

For your answer, please complete the table below:

|  |  |  |  |
| --- | --- | --- | --- |
| **Error Number** | **Line number of syntax error** | **Description of semantic error** | **How to fix semantic error** |
| 1 |  |  |  |
| 2 |  |  |  |
| 3 |  |  |  |