Education

Intro to Coding Cheatsheet

Create New Scripts	Run Code
Right-click object > Insert New Script	Press Play.

Print Function
Displays text on the screen.
    ● Example:
      `print("Hello world!")`
	Comments
	Green notes saying what the code does.
	    ● Example:
	      `--Turns PracticePart green`

Variables

Placeholders for information the program will use later. Variables can be changed and worked with in a variety of ways.

String Variables	Numerical Variables
Holds groups of letters and/or numbers. Uses quotation marks. Example: `"This is a string"` In use: `print("5 is my favorite")`	Used to count things Does not have quotation marks. Example: `5` In use: `wait(3)`

Properties

Any characteristic of an object.

Examples include color, visibility, speed, and health points.

Dot notation

Used to separate names of objects, properties, and keywords like "new".

Example: `game.Workspace.PartName.BrickColor = BrickColor.new(0.9,0.8,0.1)`

Wait Function

Makes the program wait a number of seconds before going to the next line of code.

Example: `wait(4)`

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While true do

Loops the code between `while true do` and `end` over and over

Example:

```
while true do
     wait(3)
     Part.BrickColor = BrickColor.new(0.9,0.8,0.1)
     wait(3)
     Part.BrickColor = BrickColor.new(0.9,0.4,0.9)
end
```
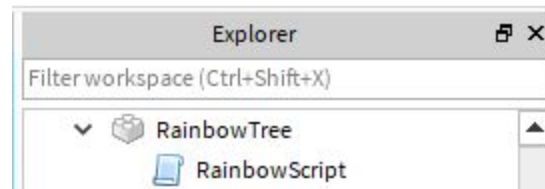
local Variables

Use the keyword local and a name to create your own variable. No spaces in the name.

Example: `local NameOfMyVariable = script.parent`

Parents and Children

The relationship between two objects. In this image the parent is the part. The child is the script.

script.Parent

Directs a script to its parent. Usually a part.

Example: `local NameOfMyVariable = script.parent`

Troubleshooting Steps

1. Look for red lines in the code and follow instructions
2. Check that capitalization matches exactly
3. Check for missing quotation marks or parentheses
4. Make sure there are no spaces in variable names
5. Make sure that necessary code isn't commented out (green)
6. Have a few friends look at your code. Everyone needs fresh sets of eyes sometimes.