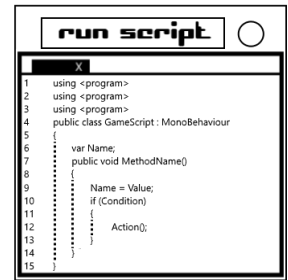# On the Subject of Scripting

As a scripter, I can say none of this makes sense.

- On this module, a version of "Microsoft Visual Studio" can be found.
- The script has errors and needs to be fixed.
- Press the parts of the script that need to be changed.
- Running a faulty script will strike you.

Section A: Using directives.

Find out what Using directives are unnecessary. The number indicates the unnecessary using directive.
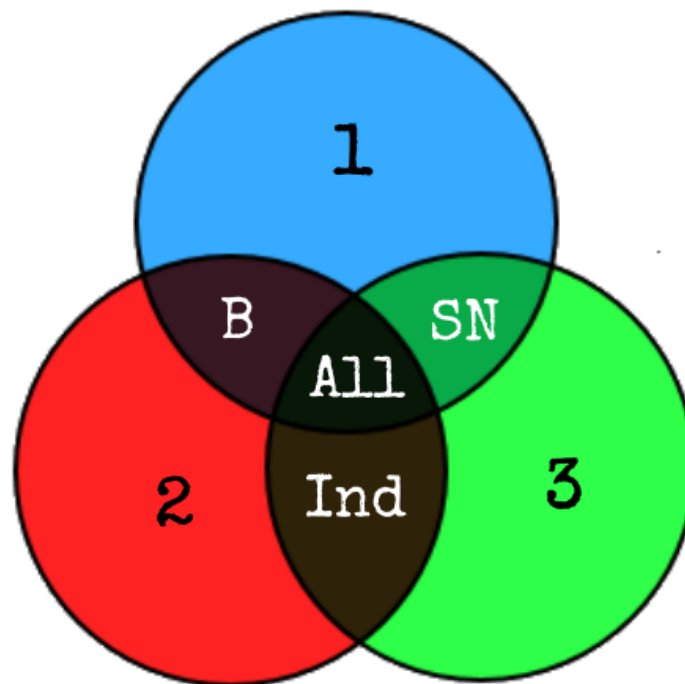
Rules:
- <u>If multiple are correct, go to exceptions.</u>
- <u>None are unnecessary if none of the rules apply.</u>
- Blue (Top) is true if the amount of lit indicators is greater than all unlit.
- Red (Bottom-left) is true if the indicator "SND", "TRN" or "CLR" is present.
- Green (Bottom-right) is true if the indicator "FRQ", "SIG" or "BOB" is lit.

Exceptions:
- <u>If the exception doesn't apply, no Using directive is unnecessary</u>
- B: Do the amount of batteries modulo 2. If 0, both 1 and 2 are unnecessary.
- SN: If the Serial Number's last digit is 5 or higher, 3 is unnecessary.
- Ind: If the amount of indicators is more than the last Serial digit, 2 and 3 are unnecessary

Section B: The variable.

Check both the variable type and name and cycle through all the different options (Int, Float, Bool and Char). Use <u>only the first option</u> you find in this list.

- The variable type is "Int" when the Int value is lower than the last digit of the serial number.
- The variable type is "Float" when the Float value is lower than the amount of batteries.
- The variable is "Bool" when the condition (The If-statement) matches the value of the bool value.
- If none of the following apply, use Char.

Section C: The method type.

- If the amount of solved modules is even, then the type is "Void".
- Else the type is "Bool".

Section D: The action.

Check the action and the using directives, and look up the pair in the final table.

Using directives (Right) Serial Number (Below)	Any using directive contains "KTaNE"	Else
Contains any letter in the word "KTaNE"	HandleSolve();	HandleStrike();
Else has a vowel	Solve();	Strike();
Else	OnSolve();	OnStrike();