

USING COMMENTS TO IMPROVE CODE

By Droids Robotics, 2015

Comment Blocks: Why bother?

Comments in code help the author of the code remember what they were trying to accomplish. It makes it easier to debug.

More importantly, comments allow someone other than the author of the code to understand the program.

Types of Comment Blocks in the EV3 Software:

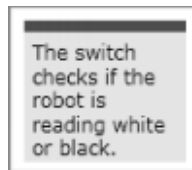
Comments as text boxes:

The EV3 allows you to add grey text boxes of any size. They are found at the top right corner of your screen.

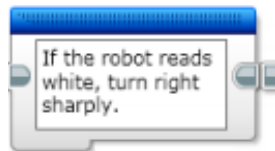
They can be used

for lots of

text, but will have to be manually moved with the corresponding code blocks if you add or delete code.



Comment Blocks: This feature was added to the EV3 software in an update available for download on the LEGO Education page: <https://goo.gl/QrSqIB>. This block can be found in the Blue Tab. The advantage of using this block is that like any other block, it stays with the code as you modify it.



We often receive questions about this comment block because we use it for EV3Lessons. If you

don't see it, make sure you are running the most recent version of the EV3 software.

What are useful and not so useful uses of comments?

+ Telling the reader what the robot is doing at this point in the code (hitting the lever with motor A, turning to the right and going towards the Mission X)

- Repeating the contents of a block of code (e.g. Move straight 1040 degrees).

What does Team 51 use comments for?

- We use the comments to record previous versions of values we have tried.
- We use comments to explain the goal of the program
- We use comments to write pseudocode
- We use

comments to describe steps and explain code in detail so that others may understand it too.

