INSTRUCTIONS:

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Goal of the Project:

In Class 27, you learned how to efficiently debug the code while we developed the app.

In this project, you will apply what you have learnt in the class to achieve the following goals.

Main Goal	● Identify the bugs in the code and debug it.
Additional Goal 1	● Identify the bugs in the newly added code and debug it.
Additional Goal 2	● Identify the bugs in the newly added code and debug it.

Story:

Stuart always faces difficulties in calculating age. After attending classes at WhitehatJr, he came up with an idea to make an age calculator application. He almost nailed it, but while developing the app, he made some errors.
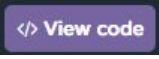
Can you help Stuart by fixing all the errors in his code?

*This is just for your reference. We expect you to apply your own creativity in the project.

Getting Started:

1. Login to code.org
2. Click on the following link: Project Template
3. Click the **</> View code** button.
4. Click the **Remix** button.
5. Rename the project to **Project 27** and click the **Save** button.

Specific Tasks to Achieve the Main Goal:

As you can see, Stuart has created the app and written all the code.

1. You have to **debug** the **code** to check for the following:
   - **Check** if the **button1** onEvent click is placed correctly.
   - **Check** the **variables** in the code are **case sensitive**.

2. Click the **Run** button to check if the code is working.

*Refer to the images given above.

Submitting the Project:

1. **SAVE** all the changes made to the project.
2. Click the **SHARE** button to generate a shareable link.
3. Copy this link and submit it in the Student Dashboard Projects panel against the correct class number.
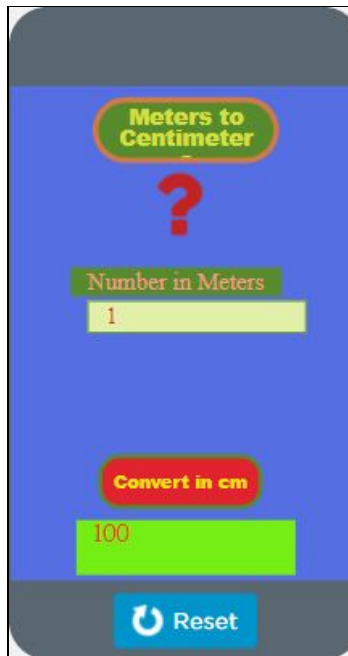
Hints for the Main Goal:

1. Since variables are case sensitive, check whether the code contains the same variable names as given while declaring the variables.

Additional Goal 1:

After developing the age calculator app, Stuart started to expand the app by designing a converter app that converts a number from meters to centimeters.

In a rush, Stuart made a few more errors in his code. Go ahead and debug it for him!
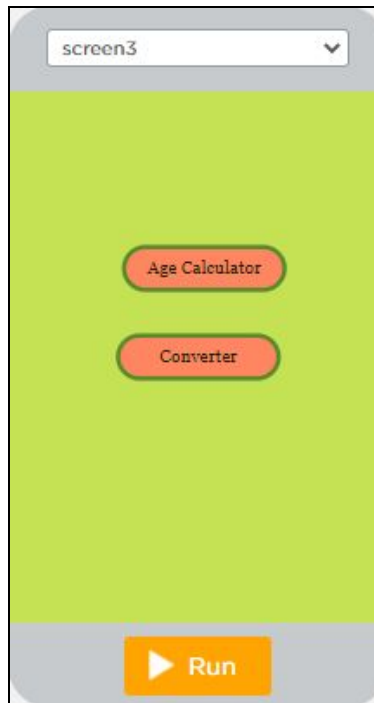

Specific Tasks to Achieve Additional Goal 1:

1. **Debug** the **code** to check for the following:
   - **Check if** the **btnConvert** onEvent type is **written correctly**.
   - **Check if** the **btnConvert** onEvent is **placed correctly**.
   - **Check if** the **variables** in the code are **placed correctly**.
   - **Check** the **variables** in the **code** are **case sensitive**.

2. Click the **Run** button to check if the code is working.

*SAVE all the changes made to the project and **SUBMIT** the shareable link in the Student Dashboard Projects panel against the correct class number.

Additional Goal 2:

Stuart has one last task for you! He wants you to help him find the errors in the default screen (Screen3), which consists of two buttons. We can access these two buttons on specific screens, i.e., Screen 1 and Screen 2.

Specific Tasks to Achieve Additional Goal 2:

1. You have to **debug** the **code** to **check** for the **following**:
   - **Check if** the **btnAgeCal** onEvent type is **written correctly**.
   - **Check if** the **btnConverter** onEvent type is **written correctly**.
   - **Check if** the **setScreen** block is **placed correctly**.

2. Click the **Run** button to check if the code is working.

*SAVE all the changes made to the project and **SUBMIT** the shareable link in the Student Dashboard Projects panel against the correct class number.

After running the code, the output should look like this.

REMEMBER... Every step is an opportunity towards success!!!
After submitting your project your teacher will send you feedback on your work.

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