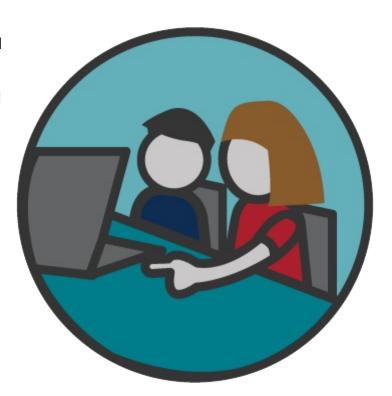Activity 2.1.3

Coding Fundamentals: Arrays

THIS ACTIVITY IS STILL UNDER DEVELOPMENT.

Built-out activity coming soon.

goals

- Apply 2D arrays in a program
- Translate block-based code to text based code to learn about syntax
- Modify and develop a program collaboratively to identify what abstracted concepts in block-based languages look like in a text-based programming language

description of task

Create a program to navigate a well-defined environment with 2D arrays and dead reckoning

Essential Questions

1. What challenges are there programming a vehicle to navigate an environment even if it is well defined?
2. Why are different languages sometimes better suited for expressing different algorithms?
3. How are abstractions managing complexity in a program?

Procedure

Part 1: Subheading

1. Procedure step one
2. Procedure step two
3. Procedure step three

Conclusion

1. What strategies could you apply to increase the chances your self-driving vehicle could navigate an environment without hitting anything?
2. How did you interpret and respond to the **essential questions**? Capture your thoughts for future conversations.