




~~Een~~ Een Onoriempje... \* tam tam taalam \*

```

20170721Evaluatie | Arduino 2:1.0.5+dfsg2-4.1
File Edit Sketch Tools Help

_20170721Evaluatie
void setup()
{
  /******
  *                Tips                *
  ******
  *  Cursus  * Het zelf doen * misschien van 19:00 *
  *          * Het is heel gezellig? * t/m 20:00? *
  *          *  * *
  ******
  *  Anko    * — * — *
  *          * * *
  ******
  *  Jan     * — * — *
  *          * * *
  ******
  *  Martin  * lief? aan * — *
  *          * * *
  ******
  *  Richel  * behulpzaam en * Ja nee eigenlijk *
  *          * wordt niet snel boos! * niet? *
  *          * * *
  ******
  }

void loop() {  } cijfer: 8,5 
  
```

Done Saving.

The sketch name had to be modified. Sketch names can only consist of ASCII characters and numbers (but cannot start with a number). They should also be less less than 64 characters long.

12 Arduino Uno on COM1



File Edit Sketch Tools Help

20170721Evaluatie

```
void setup( )
```

```

{
  /*****
  *
  *          Tops
  *
  *          Tips
  *
  *****/
  *
  *  Cursus  *  aan HET ZELF  *  NIKS
  *          *
  *          *
  *          *
  *          *
  *          *
  *****/
  *
  *  Anko    *
  *          *
  *          *
  *****/
  *
  *  Jan     *
  *          *
  *          *
  *****/
  *
  *  Martin  *
  *          *
  *          *
  *****/
  *
  *  Richel  *  AARD 19  *
  *          *
  *****/
  /
}

void loop() {
  DE JONGE ONDERZOEKERS
}
cijfer: 8,5

```

Done Saving

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Arduino IDE Header

Arduino Logo

\_20170721Evaluatie | Arduino 2:1.0.5+dfsg2-4.1

File Edit Sketch Tools Help

Icons

\_20170721Evaluatie

```
void setup()
{
  /******
  *                Tops                *                Tips                *
  ******
  *      * Lelke ??      *      * niet alles steeds      *
  *  Cursus *      *      *      * Weg halen      *
  *      *      *      *      *      *
  *      *      *      *      *      *
  ******
  *      *      *      *      *      *
  *  Anko * ?      *      *      *      *
  *      *      *      *      *      *
  ******
  *      *      *      *      *      *
  *  Jan *      *      *      *      *
  *      *      *      *      *      *
  ******
  *      *      *      *      *      *
  *  Martin * ?      *      *      *      *
  *      *      *      *      *      *
  ******
  *      *      *      *      *      *
  *  Richel * kan goed helpen      *      *      *      *
  *      *      *      *      *      *
  ******
  */
}

void loop() {
  DE JONGE ONDERZOEKERS
  cijfer: 9.9999 iun
}
```

Done Saving

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Arduino Uno on COM1

```
void setup()
{
  /*****
  *          Tips                      Tips          *
  *****/
  *      *                               *           *
  * Cursus * dat snelle de (copy) NIRS             *
  *      *                               *           *
  *      *                               *           *
  *      * kindereen weten                     *     *
  *      *                               *           *
  *****/
  *      * nooit geze                       *         *
  * Anko  *                               *         *
  *      *                               *         *
  *****/
  *      * ken ik niet                       * hypohase *
  * Jan   *                               * leest met *
  *      *                               * beide *
  *****/
  *      * NIRS                             *         *
  * Martin *                               *         *
  *      *                               *         *
  *****/
  *      * PLAKKEN                          * NIRS    *
  * Richel *                               *         *
  *      *                               *         *
  *****/
}

void loop() { DE JONGE ONDERZOEKERS }
```

Done Saving.

The sketch name had to be modified. Sketch names can only consist of ASCII characters and numbers (but cannot start with a number). They should also be less less than 64 characters long.



onbekent

```
Arduino IDE Window: _20170721Evaluatie | Arduino 2:1.0.5+dfsg2-4.1
File Edit Sketch Tools Help

_20170721Evaluatie
void setup()
{
  /******
  *                Tops                *                Tips                *
  ******
  *   IK vind het fijn dat.   *
  *   Het op de vrijdag   *   NIKS
  *   avontis.   *
  *
  ******
  *   slim en behulpzaam   *   meer verschillende mensen
  *   Anko   *   Helpen
  *
  ******
  *   Weet niet dat   *
  *   Jan   *   smeltis
  *
  ******
  *   nog nooit gezien   *
  *   Martin *
  *
  ******
  *   altijd vrolijk   *   its meer voor doen
  *   Richel *   en dan weer weg halen
  *
  ******
  */
}

void loop() {
  DE JONGE ONDERZOEKERS
}

Done Saving.
The sketch name had to be modified. Sketch names can only consist
of ASCII characters and numbers (but cannot start with a number).
They should also be less less than 64 characters long.

12 Arduino Uno on COM1
```

The screenshot shows the Arduino IDE interface with a sketch named "\_20170721Evaluatie". The code defines a "void setup()" function containing two columns of handwritten feedback comments under the headers "Tops" and "Tips".

	Tops	Tips
* Cursus *	* Ik vind het hier altijd gezellig.	* iets beter organiseren
* Anko *	* Slim en behulpzaam	* met meer verschillende kinderen / volwassenen helpen
* Jan *	* Ken niet	* ?
* Martin *	* Ken niet	* ?
* Richel *	* Je bent altijd vrolijk	* je mag wel iets vaker helpen in de zin van voordoen en dan weghalen

Below the code, there is a watermark logo for "DE JONGE ONDERZOEKERS" and a handwritten note "cijfer: 8,5". At the bottom, a message states: "The sketch name had to be modified. Sketch names can only consist of ASCII characters and numbers (but cannot start with a number). They should also be less than 64 characters long."





Maha syntax  
error

```
_20170721Evaluatie | Arduino 2:1.0.5+dfsg2-4.1
File Edit Sketch Tools Help

_20170721Evaluatie
void setup()
{ for (int i=0; ++KS; i++) { int j=0;
/*****
*           *           *           *           *           *
*           *           *           *           *           *
*           *           *           *           *           *
* Cursus    *           *           *           *           *
*           *           *           *           *           *
*           *           *           *           *           *
*           *           *           *           *           *
*           *           *           *           *           *
*           *           *           *           *           *
* Anko      *           *           *           *           *
*           *           *           *           *           *
*           *           *           *           *           *
* Jan       * Me Agnes super aardig *           *
*           *           *           *           *           *
*           *           *           *           *           *
* Martin    *           *           *           *           *
*           *           *           *           *           *
*           *           *           *           *           *
* Richel    *           *           *           *           *
*           *           *           *           *           *
*           *           *           *           *           *
*****/
}

void loop() { DE JONGE ONDERZOEKERS } cijfer: 10.5

Done Saving.
The sketch name had to be modified. Sketch names can only consist
of ASCII characters and numbers (but cannot start with a number).
They should also be less less than 64 characters long.

12 Arduino Uno on COM1
```

```
void setup()
```

# DE JONGE ONDERZOEKERS

cijfer: 9.9

The sketch name had to be modified. Sketch names can only consist of ASCII characters and numbers (but cannot start with a number). They should also be less less than 64 characters long.

```
void setup()
```

1

**f**

```
void loop() {
```

# DE JONGE ONDERZOEKERS

3

cijfer: 9,5

The sketch name had to be modified. Sketch names can only consist of ASCII characters and numbers (but cannot start with a number). They should also be less less than 64 characters long.