

# EV3 LESSONS



Good Coding Practices: Using Comments

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BEGINNER PROGRAMMING LESSON

# LESSON OBJECTIVES

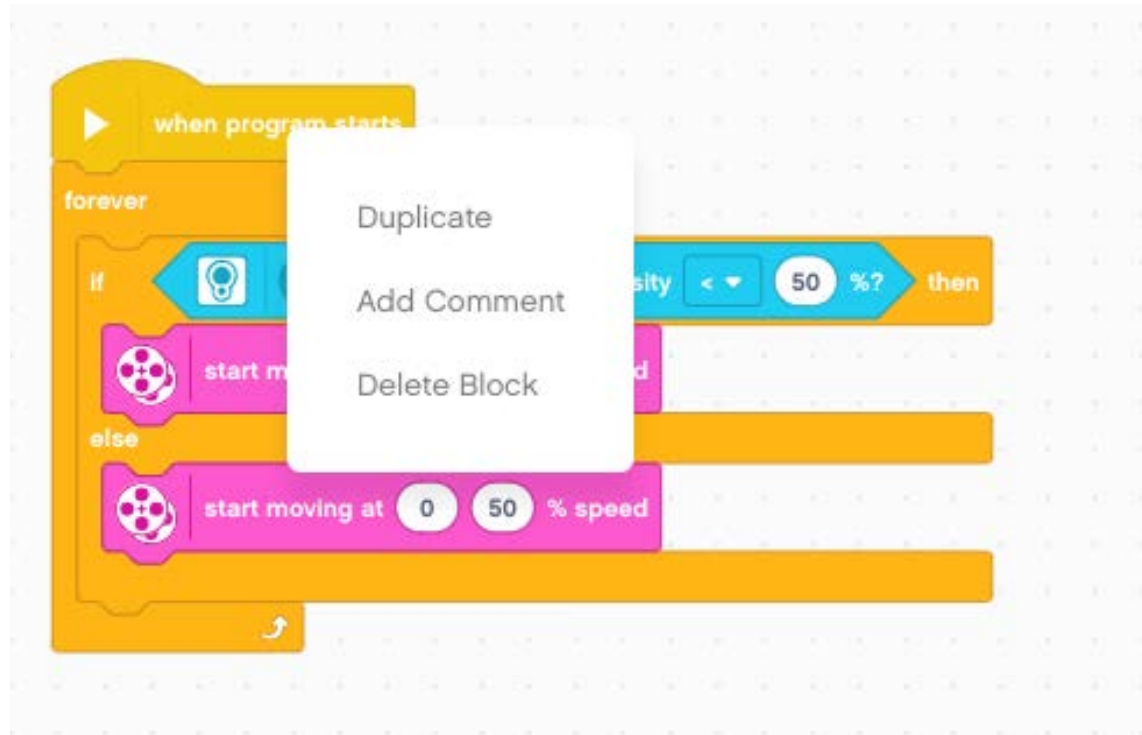
- 1. Learn why to comment code**
- 2. Learn the two types of comments available**
- 3. Learn what makes useful comments**

# WHY BOTHER WITH COMMENTS?

- **Comments in code help the author of the code remember what they were trying to accomplish. You can use them to record the goals or pseudocode for the code.**
- **It makes it easier to debug. You could use it to take notes on values**
- **More importantly, comments allow someone other than the author of the code to understand the program.**
- **Get into the habit of adding comments to your code**

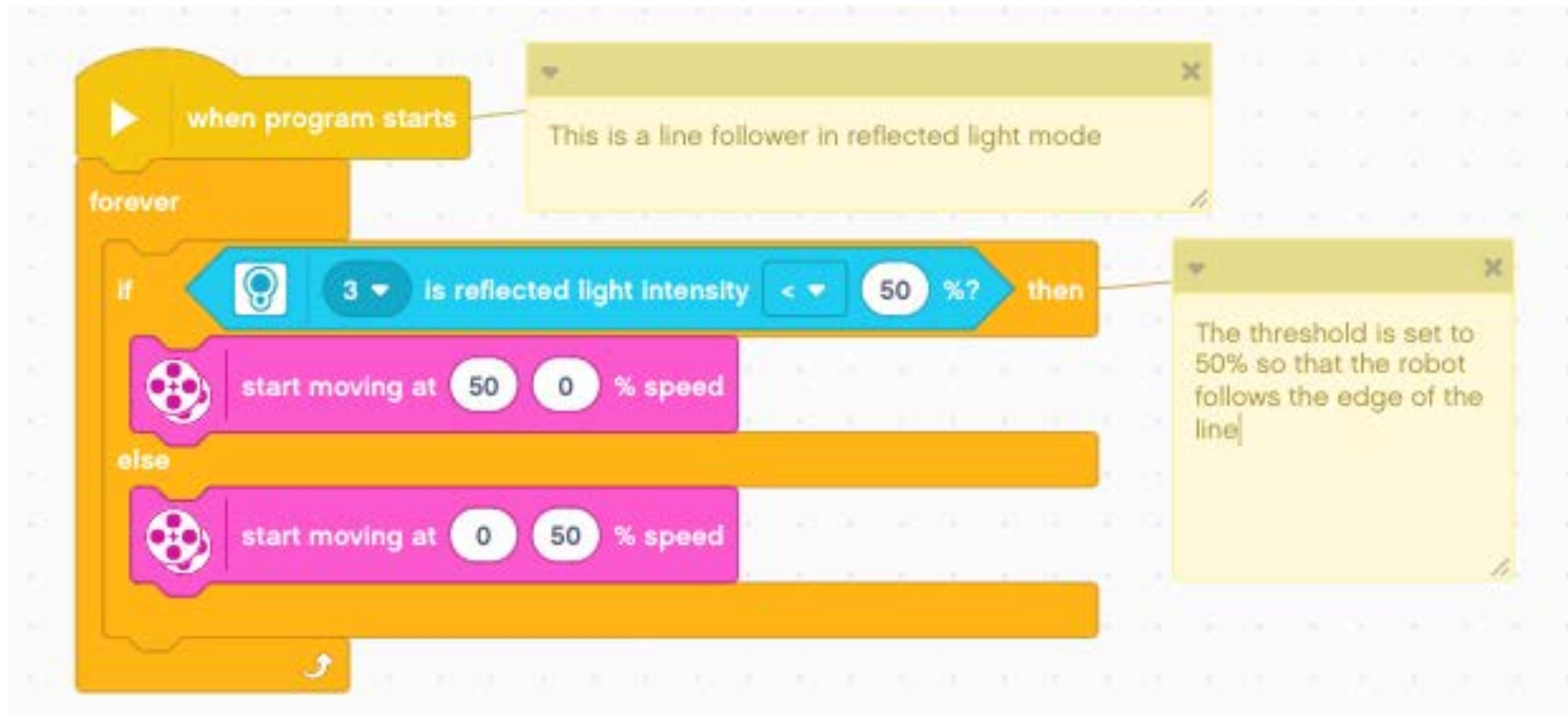
# ADDING COMMENTS

**Right click on any block to create a comment block attached to that block**



**You can also click on the canvas background to create a comment that is not attached to a block**

# TYPE IN THE BLOCKS, ADJUST SIZE AND MOVE THEM AROUND



# USEFUL & NOT USEFUL 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).**

# CREDITS

- This tutorial was created by Sanjay Seshan and Arvind Seshan
- More lessons are available at [www.ev3lessons.com](http://www.ev3lessons.com)



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