### Grande Omega Tips

#### General usage

- For installation and general usage see the document "GrandeOmega guide desktop version.pdf" on N@tschool (lms.hr.nl)
- This presentation only covers some extra tips that may be of use to you

### GO general tips

#### Break points

- The red dots beside the numbers in Grande Omega are break points
- · A breakpoint is where your program pauses (has a break) before continuing

```
using System;
 1
     using System.Diagnostics;
     using System. Threading;
     namespace Tests
       class Simple {
         public static void Main(string[] args){
           int n = 32;
           int log2_n = 0;
           while (n > 1) {
11
               n = n / 2;
               log2_n = log2_n + 1;
15
16
17
```

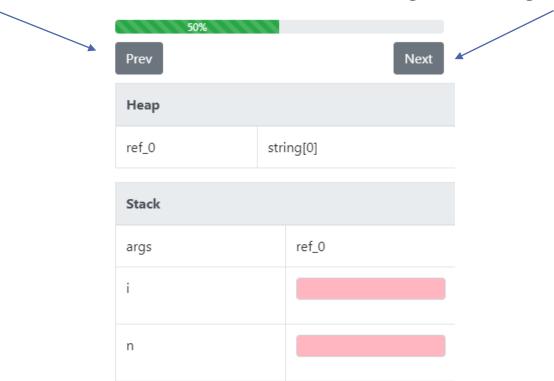
#### Break points

• When the breakpoint is yellow and the line is highlighted yellow it means that the code on that line is just about to be run (executed) - it has not been run yet

```
using System;
      using System.Diagnostics;
      using System.Threading;
      namespace Tests
        class Simple {
          public static void Main(string[] args){
            int n = 32;
            int log2_n = 0;
10
            while (n > 1) {
11
                n = n / 2;
<del>1</del>2
13
                log2_n = log2_n + 1;
14
15
16
17
```

#### Program Flow

- In FAs you can use the progress bar to remind you how far through the program you are
- The previous and next buttons can be used to navigate through the program



#### Program Flow

- In BAs you can use the numbers at the top of the state to remind you how far through the program you are
- The previous and next buttons can be used to navigate through the program



#### Wrong answers

- When you get a question wrong you can sometimes see where you went wrong by looking at the state
  - Green is the expected answer and red is the actual answer output from your program.

Stack	
х	10 10
у	19 18

• If you would not like to see this feedback any longer and concentrate on the correct output only, you can click on another question and click back on the question you were working on

#### Resetting the question

• The reset button can be used to remove the answers from the question (For BA and FA)



#### Infinite Loops

- When working on questions with loops, if after you click validate the program seems to hang then you probably have an infinite loop
- If this happens, click the Cancel validation button

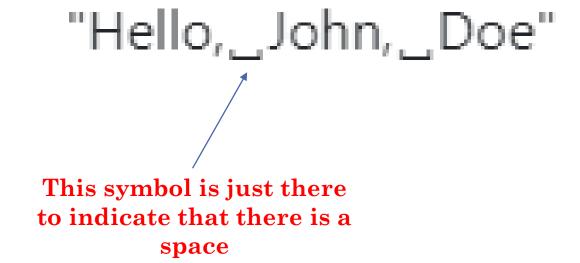


• After some time the state will return

### Input

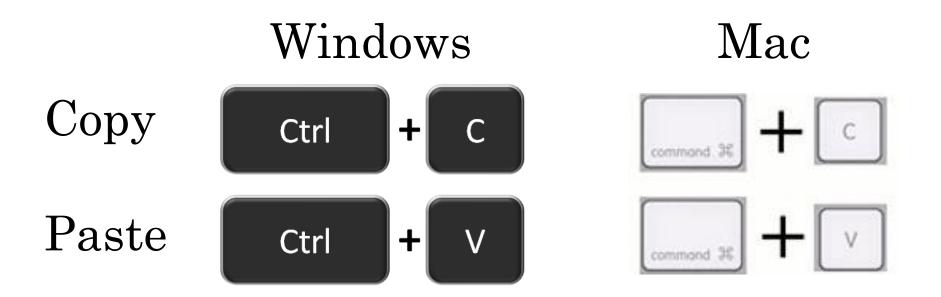
#### Indication of spaces

• In BAs do not mistake spaces for underscores



#### Contents of a string

• Unsure what the contents of a string are? You can copy and paste in GO

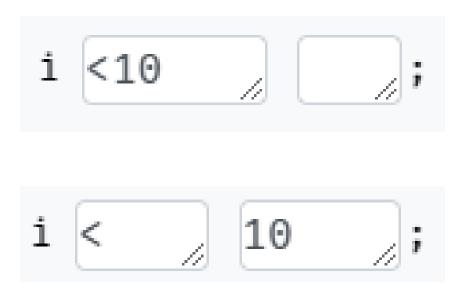


#### Moving between input boxes

• In FAs and BAs you can tab between input boxes

#### No need to use all answer boxes

• In the BAs you do not need to use all the <u>horizontal</u> answer boxes, both the following examples are accepted:



## Answer boxes can have multiple lines (but not always...)

• In the BAs it is possible to write multiple lines of code in an answer box

```
int a = 1;
int b = a + 1;
int c = a + b;
```

## Answer boxes can have multiple lines (but not always...)

- In this case the long input box (line 11) indicates that you may fill in more than one line.
- **However**, the number of lines is limited to the line number associated with the next instruction, next input box, or if there is no instruction or input box, then the end of the program (in this case line number 17).
- In this example, since the input box begins on line 11 and the end of the program is at line 17, you can input a maximum of 7 lines of code.

```
using System;
      using System.Diagnostics;
      using System. Threading;
      namespace Tests
         class Simple
           public static void Main(string[] args)
10
 11
 12
 13
 14
 15
 16
17
```

# Answer boxes can have multiple lines (but not always...)

In this example you can see that three lines of code are needed to solve this question (11, 12 and 13).

Each box may contain up to one line of code.

