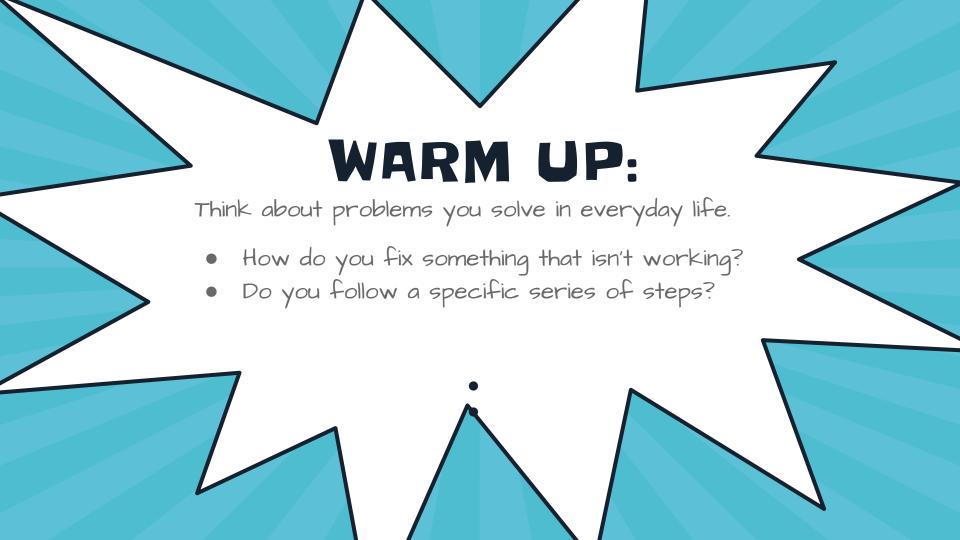


LO: IWBAT Modify a program to solve for errors (Debug algorithm)

Learning Objectives:

<u>To:</u>

- Grow in my understanding the basic structure of p5.js
- Modify a program to solve for errors (Debug algorithm)
- Identify an algorithm that is unsuccessful when the steps are out of order
- Test program





We have begun to create our game. Our final steps for a successful program is to:

- DebugTest
- Play

Our Goal

Using our prior knowledge learned about P5-JS and the delight we gain from playing one of our favorite games listed in Slide 2, we will recreate one of our favorite games to play (see slide 2) using the options below:

- Work individually or in groups up to 3.
 Use pseudocode to aid in (re)creating a game/board.
- Create game. Test Game. Debug Game. Share Game!



What is debugging? How does this support our purpose?

- When a line(s) of code does not seem to work, we call the problems in the program "bugs."
- It is our job to "debug" them.
 that "debugging."
- Watch Debug video
- Debugaina Exercise
- Go back into your code.
 Look for lines of code
 needed to debug.

Post your game below

Link:

Once you have:

- recreated/created a game
 - Variables
 - Background
 - Shapes
 - Mouse interaction
 - If/statements
 - Loops
 - Functions, classes
 - Constructure
- Debugged your algorithm
- ☐ Tested your game
- ☐ Paste the link

Next Jesson, we play our peers games.