

Name: _____

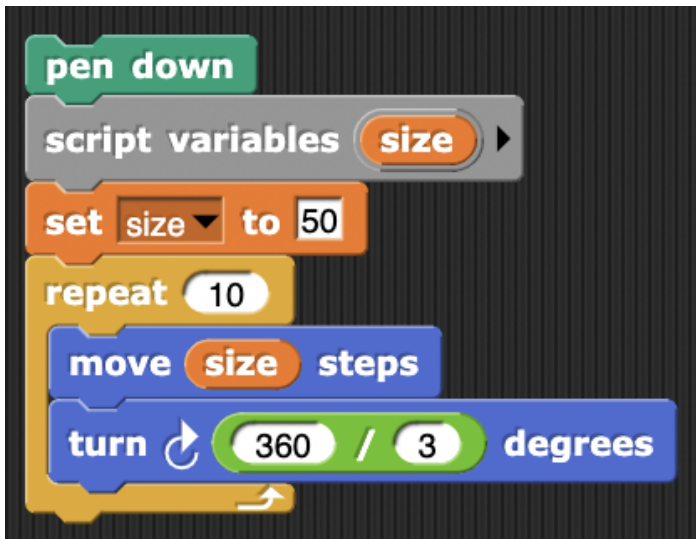
Lesson 04: Pair programming to establish debugging

Mini Lesson Demo:

Rubber Ducky Debug Model

- Tell the rubber ducky what is supposed to happen
- Tell the rubber ducky what happened
- Walk the rubber ducky through each step in your algorithm
 - Use Stepper Tool

Goal: Draw a Three Triangles of increasing size

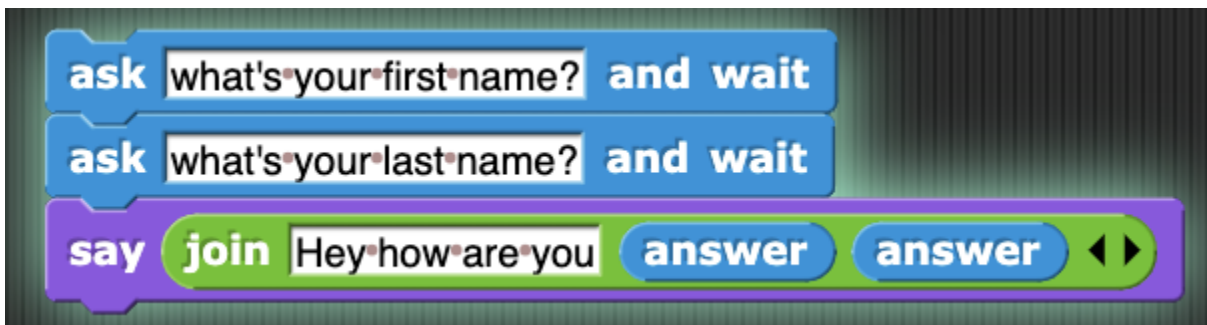


Description of what is happening:

Steps to Fix:

On Your Own #1

Goal: Ask the user their full name and then greet them with it:

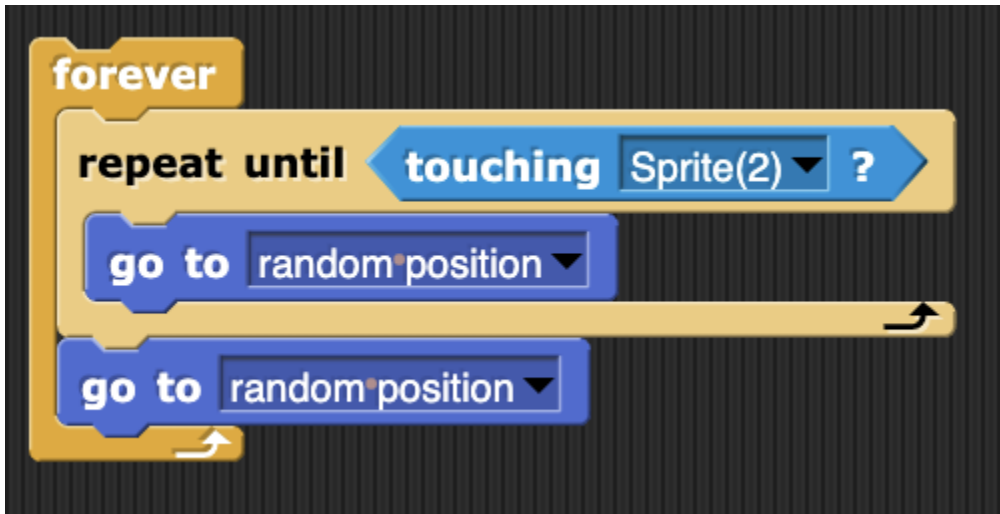


Description of what is happening:

Steps to Fix:

On Your Own #2

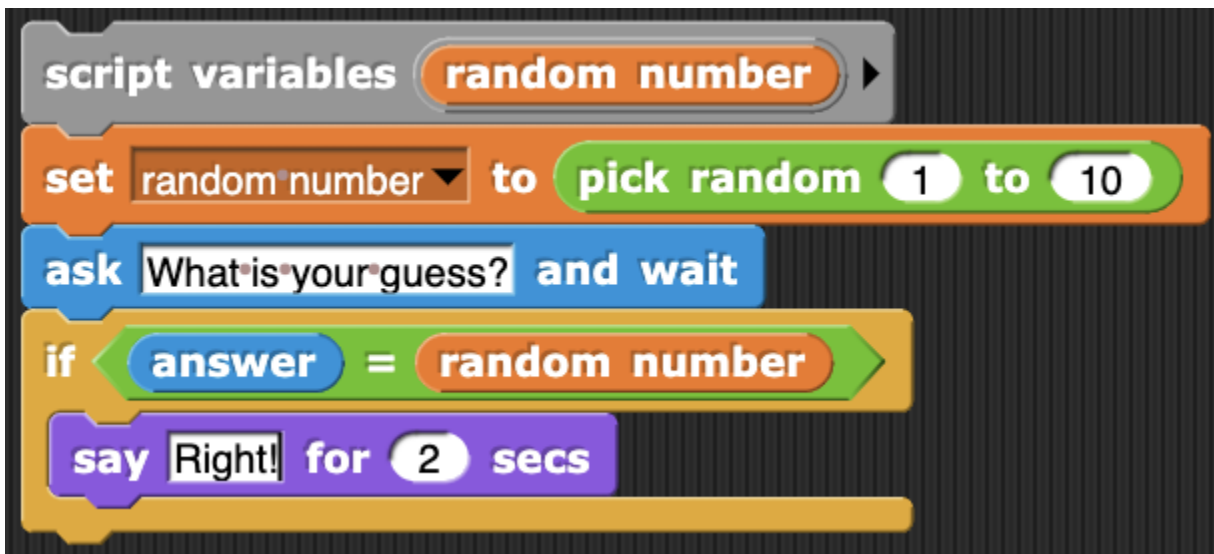
Goal: Have sprite1 move randomly until it touches sprite1 then it should stop.



Description of what is happening:

Steps to Fix:

On Your Own #3



Goal: Have user guess a random number 1-10 repeatedly until they get it right.

Description of what is happening:

Steps to Fix:

Optional Own your own #4

Provide your own buggy code example: How did you fix it? What strategies worked?

Exit Slip: What is the first step you will take now to debug code?