Name:				
-				

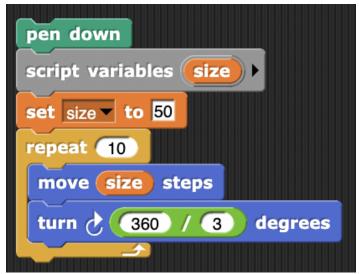
Lesson 04: Pair programming to establish debugging

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:

```
ask what's your first name? and wait

ask what's your last name? and wait

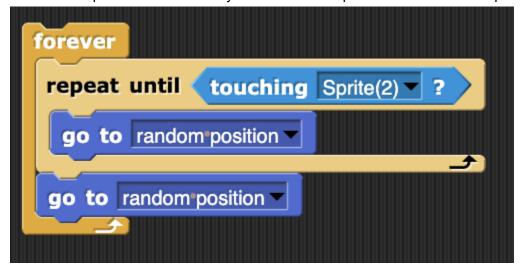
say join Hey how are you answer answer
```

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

```
set random number to pick random 1 to 10

ask What is your guess? and wait

if answer = random number

say Right! for 2 secs
```

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?