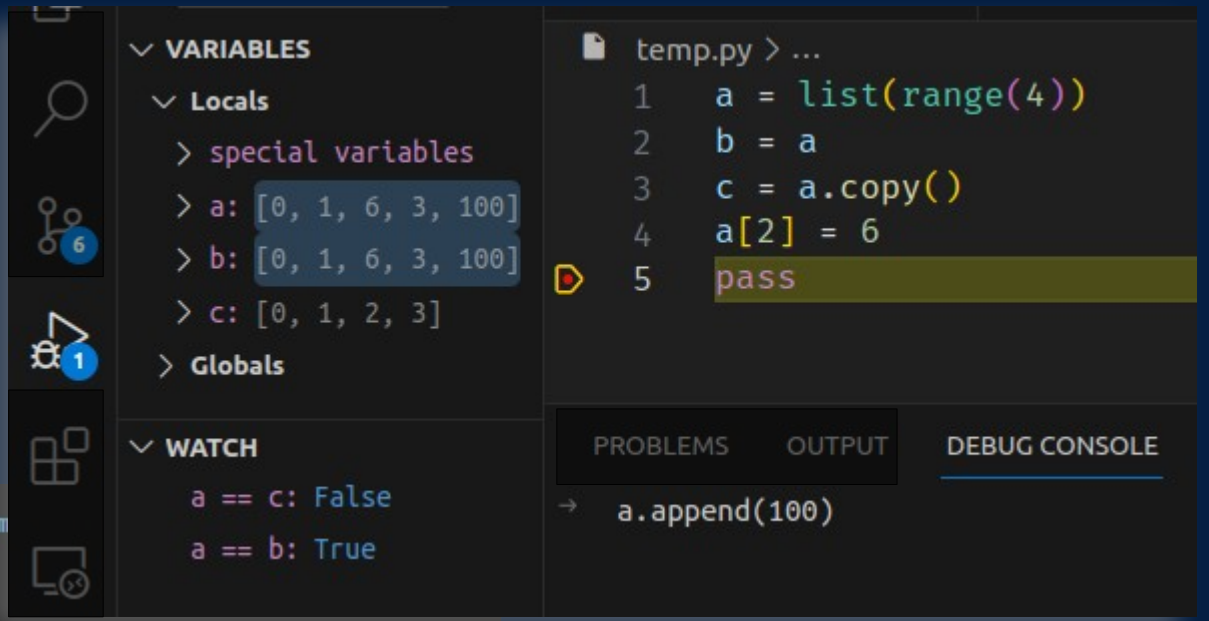
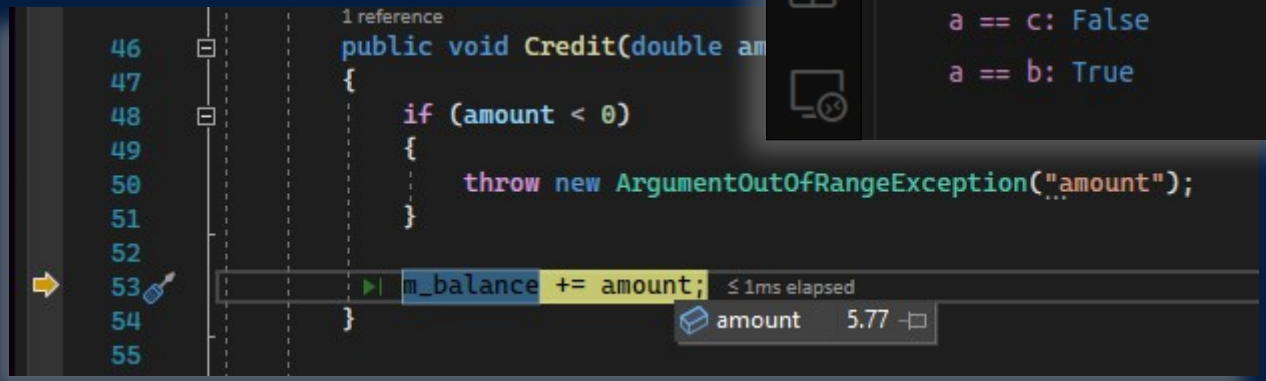
DEBUGGING:
AN UNDERUSED TEACHING TOOL





STARTING TO PROGRAM IS HARD

STRUGGLING STUDENTS CAN BE EASY TO MISS

BUT THEY EXIST

TEACHING METHODS

Example

Strings:

```
x = str("s1") # x will be 's1'
y = str(2)    # y will be '2'
z = str(3.0)  # z will be '3.0'
```

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We can see our treasure increase each week by creating another variable, called `coins`, and using a loop:

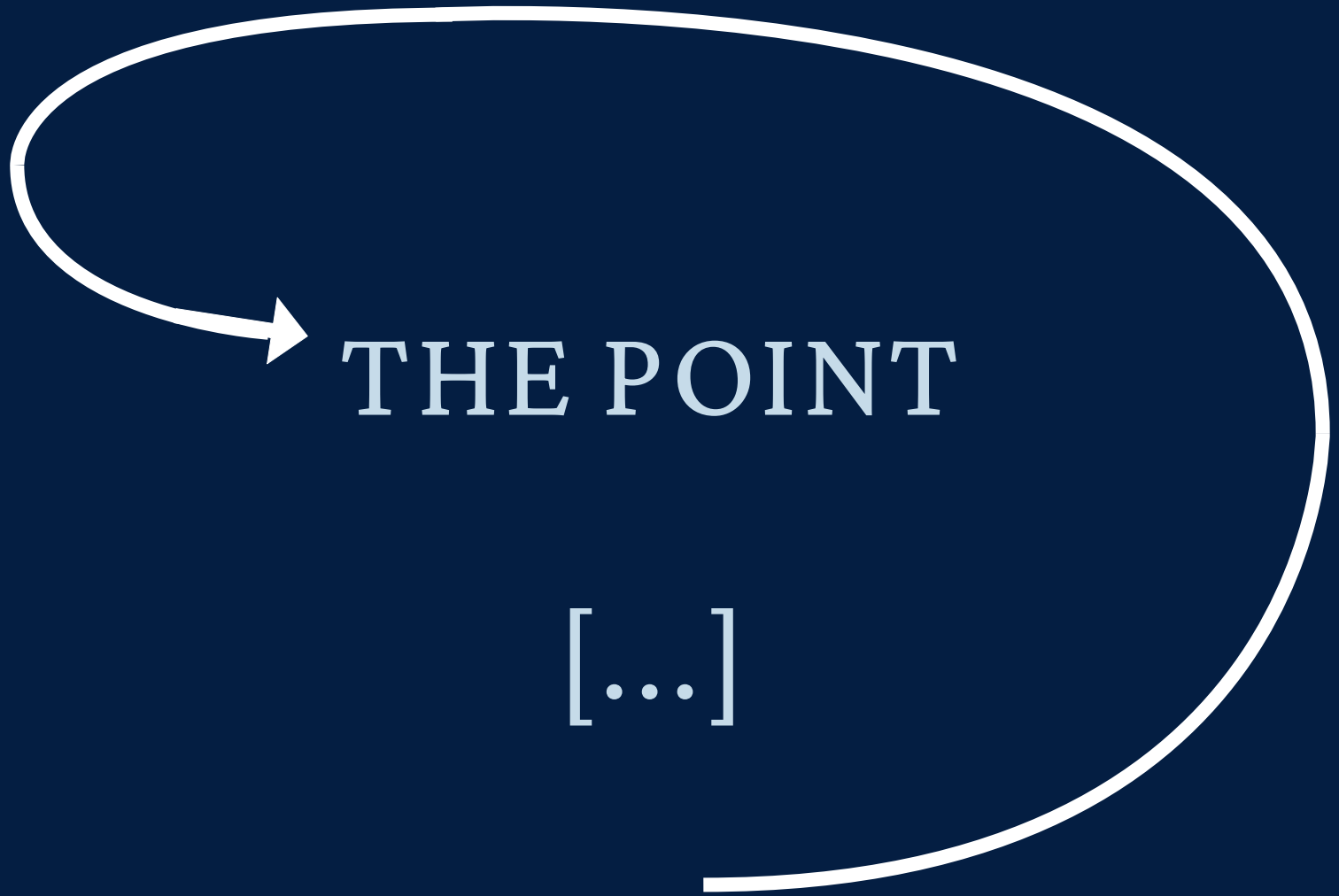
```
>>> found_coins = 20
>>> magic_coins = 70
>>> stolen_coins = 3
❶ >>> coins = found_coins
❷ >>> for week in range(1, 53):
❸         coins = coins + magic_coins - stolen_coins
❹         print('Week %s = %s' % (week, coins))
```

At ❶, the variable `coins` is loaded with the value of the variable `found_coins`; this is our starting number. The next line at ❷ sets up the `for` loop, which will run the commands in the block (the block is made up of the lines at ❸ and ❹). Each time it loops, the variable `week` is loaded with the next number in the range of 1 through 52.

The line at ❸ is a bit more complicated. Basically, each week we want to add the number of coins we've magically created and subtract the number of coins that were stolen by the raven. Think of the variable `coins` as something like a treasure chest. Every week, the new coins are piled into the chest. So this line really means, "Replace the contents of the variable `coins` with the number of my current coins, plus what I've created this week." Basically, the equal sign (`=`) is a bossy piece of code that says, "Work out some stuff on the right first, and then save it for later, using the name on the left."

The line at ❹ is a `print` statement using placeholders, which prints the week number and the total number of coins (so far) to the screen. (If that doesn't make sense to you, reread "Embedding

Python for kids – A playful introduction to programming


THE POINT
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