

STATION 1: VARIABLES

VALID EXAMPLES	INVALID EXAMPLES
<pre>//use in equation var number = -25;</pre>	<pre>//use in equation float temp = 98.6</pre>
<pre>//wrong message var msg = "Error!";</pre>	<pre>//is the weather warm? isWarn = true</pre>
<pre>var letter = 'm';</pre>	<pre>age = 9</pre>

STATION 2: VARIABLES

VALID EXAMPLES	INVALID EXAMPLES
<pre>var age = 16; age = age + 1;</pre>	<pre>int age = 16; age = age + 1;</pre>
<pre>var distance = 5.2; distance = "Arrived!";</pre>	<pre>float distance = 5.2; distance = "Arrived!";</pre>
<pre>var answer = "Yes"; answer = 'Y';</pre>	<pre>String answer = "Yes"; answer = 'Y';</pre>

STATION 3: LOOPS & CONDITIONALS

VALID EXAMPLES	INVALID EXAMPLES
<pre>var i = 0; for (i = 0; i < 5; i++) { text += "Num: " + i; }</pre>	<pre>for (int i=0; i <= 255; i++){ print(i); }</pre>
<pre>while (i < 10) { text += "Num: " + i; i += 2; }</pre>	<pre>num = 0 while num < 200: num += 5</pre>
<pre>if (hour < 18) { greeting = "Good day"; }</pre>	<pre>if (x >= 180){ print("This can't be a triangle!"); }</pre>

STATION 4: FUNCTIONS

VALID EXAMPLES	INVALID EXAMPLES
<pre>function moveForward() { }</pre>	<pre>int turnAround(): return 22.5</pre>
<pre>function getTemp() { return 22.5; }</pre>	<pre>float getTemp() { return 22.5; }</pre>
<pre>function(int degrees) { return "hello"; }</pre>	<pre>boolean hasEnded(Return false;)</pre>

STATION 5: FUNCTIONS

VALID EXAMPLES	INVALID EXAMPLES
<pre>/* turn robot */ function turn(degrees) { }</pre>	<pre>/* move robot */ int move(int distance) { }</pre>
<pre>function blink(time) { }</pre>	<pre>char nextLetter(int index) { }</pre>
<pre>function move(dist) { }</pre>	<pre>void playNote(int pitch) { } }</pre>