

Lesson 6: Debugging

I can test and improve my programs



I can test and improve my programs

```
when clicked
say Welcome to Castle View School until done
wait 0.5 secs
ask What's your name? and wait
if current hour < 12 then
say join Good morning answer until done
if current hour > 12 then
say join Good afternoon answer until done
say Hello! until done
ask Press 1 for School Office. Press 2 for the Caretaker. Press 3 for the Headteacher. Press 4 for the Computer Technician. and wait
say Thank you for your answer. until done
say answer until done
```

The image shows a Scratch script. It starts with a 'when clicked' event. The script then says 'Welcome to Castle View School', waits for 0.5 seconds, and asks 'What's your name?'. It then has two conditional branches: one for 'current hour < 12' which says 'Good morning', and another for 'current hour > 12' which says 'Good afternoon'. After these, it says 'Hello!', asks the user to press a number (1-4) for different roles, says 'Thank you for your answer.', and finally says 'answer'. An orange arrow points from a text box on the left to the 'say answer' block, indicating a bug where the user's name is not used.

This program should use the callers name here. But it doesn't. Can you find a fix for the bug?

Activity 1

Can you test and debug the code you have written for PicoH?

Activity 2

Can you add any new instructions to any of your programs to improve them?



Evaluation

I have been learning to...

Three things I can do now are...

Three things I enjoyed about programming PicoH are...

To improve my programming I am going to work on...

