



Good Coding Practices: Using Comments

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BEGINNER PROGRAMMING LESSON

LESSON OBJECTIVES

1. Learn why to comment code
2. Learn the two types of comments available
3. Learn what makes useful comments

WHY BOTHER WITH COMMENTS?

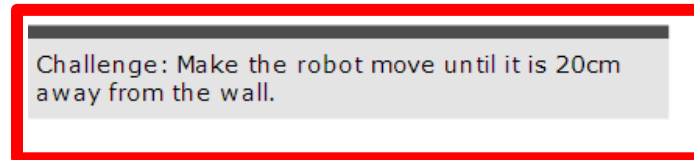
- **Comments in code help the author of the code remember what they were trying to accomplish. You can use them to record the goals or pseudocode for the code.**
- **It makes it easier to debug. You could use it to take notes on values**
- **More importantly, comments allow someone other than the author of the code to understand the program.**
- **Get into the habit of adding comments to your code**

TYPES OF COMMENTS: TEXT BOXES

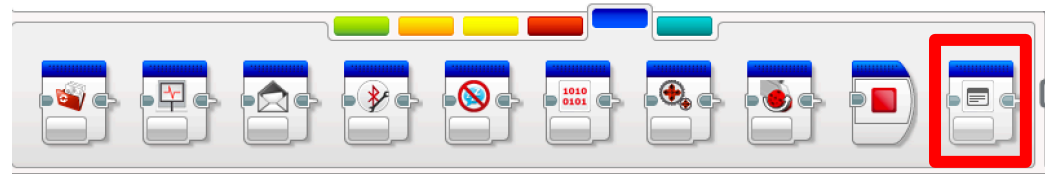
The EV3 allows you to add grey text boxes of any size.

They are found at the top right corner of your screen.

They can be used for lots of text, but will have to be manually moved with the corresponding code blocks if you add or delete code.

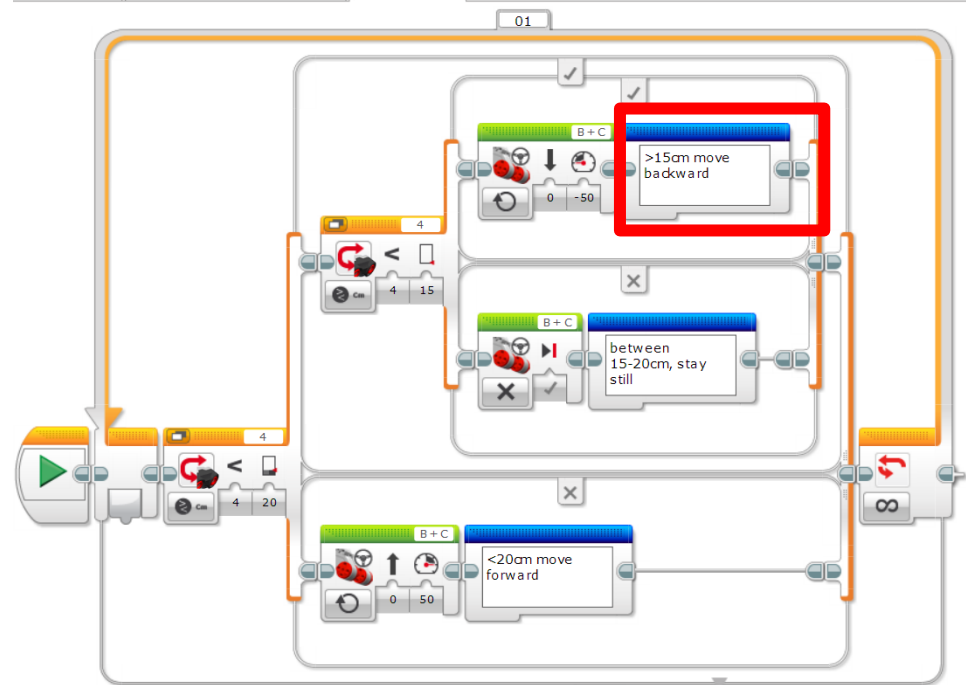


TYPES OF COMMENTS: COMMENT BLOCKS



The Comment Block can be found in the Blue Programming Pallet Tab.

The advantage of using this block is that like any other block, it stays with the code as you modify it.



USEFUL & NOT USEFUL COMMENTS

+ Telling the reader what the robot is doing at this point in the code (hitting the lever with motor A, turning to the right and going towards the Mission X)

- Repeating the contents of a block of code (e.g. Move straight 1040 degrees).

CREDITS

- This tutorial was created by Sanjay Seshan and Arvind Seshan
- More lessons are available at www.ev3lessons.com



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