EV3 Classroom: Using Comments

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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
ADDING COMMENTS

Right click on any block to create a comment block attached to that block.

You can also click on the canvas background to create a comment that is not attached to a block.
TYPE IN THE BLOCKS, ADJUST SIZE AND MOVE THEM AROUND

when program starts

This is a line follower in reflected light mode

if

3 is reflected light intensity < 50 %?

then

start moving at 50 0 % speed

else

start moving at 0 50 % speed

The threshold is set to 50% so that the robot follows the edge of the line.
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).
This tutorial was created by Sanjay Seshan and Arvind Seshan
More lessons are available at www.ev3lessons.com

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