

### BEGINNER PROGRAMMING LESSON

#### **EV3 Classoom: Using Comments**

By Sanjay and Arvind Seshan



### **LESSON OBJECTIVES**

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

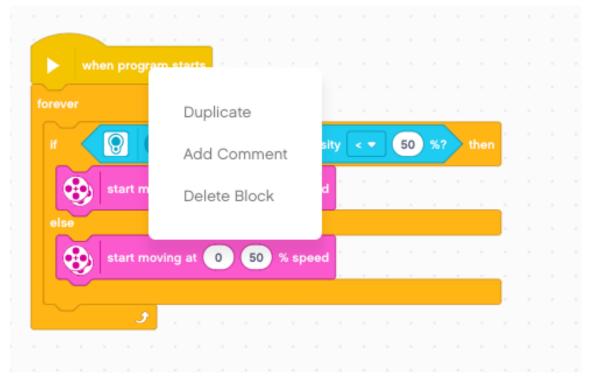
## WHY BOTHER WITH COMMENTS?

- 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**

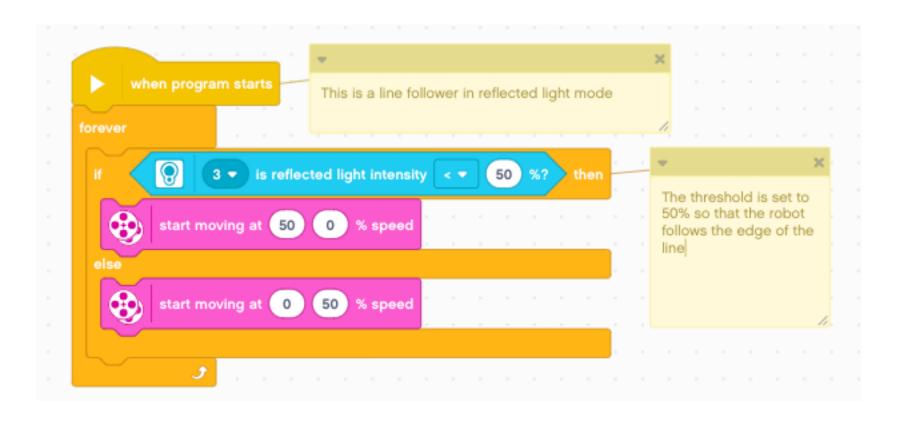
Right click on any block to create a comment block attached

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



### 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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