Unit 2:1 Coding

An **Algorithm** is a set of instructions that are precise, step by step and which complete a task.

A **Program** is an algorithm written for a computer. It is written in **code.**

Be Precise

A program must be **precise** for it to achieve its purpose. Writing your algorithm down before coding it on 2Code can help.

Bug

A bug is an error in an algorithm that stops it from completing a task correctly.

Debug

When you debug a program, you look for any bugs in the code and try to fix them.

collision detection

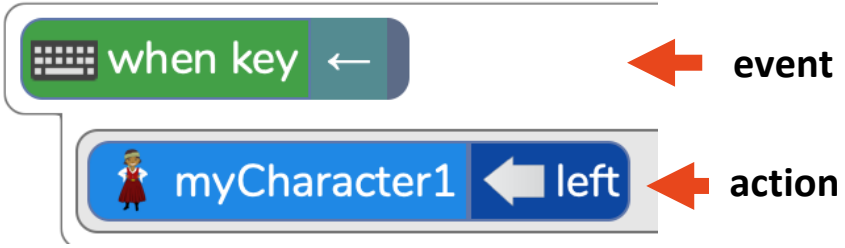
This **event** code block causes a block of code to be run when 2 **objects collide.**

when clicked

This **event** code block causes a block of code to be run when an **object is clicked.**

when key

This **event** code block causes a block of code to be run when the specified **key is clicked.**



timer

A **timer** command runs a block of code after a **timed delay** or at **regular intervals.**

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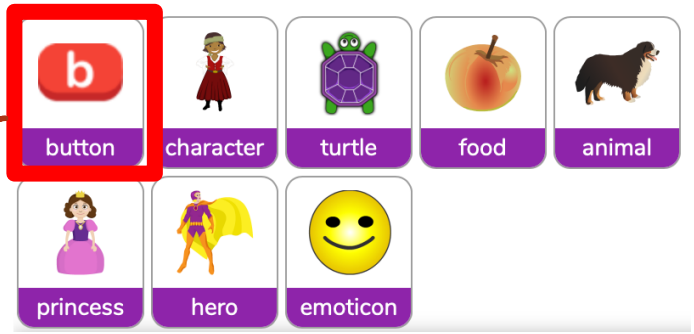
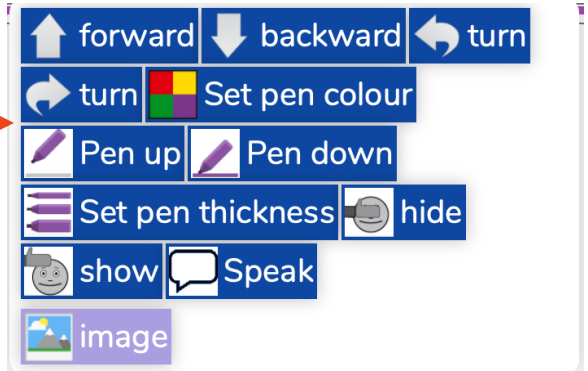
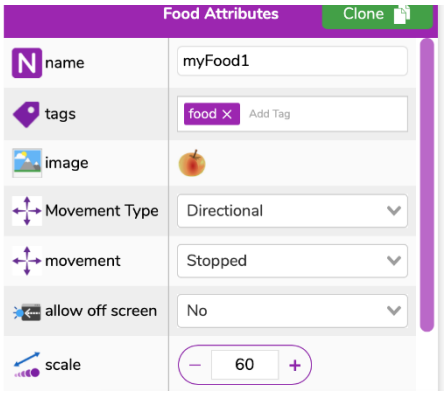
There are different **object types** in 2Code.

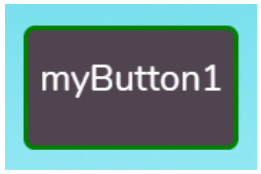


Different **object types** have different **actions**.



Object **attributes** can be changed in the **properties table.**

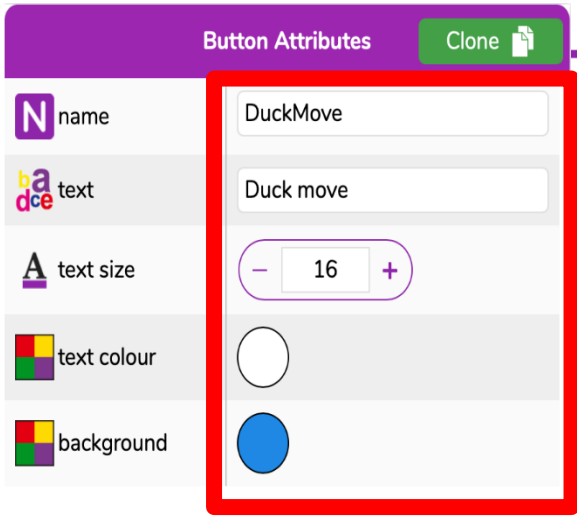




Buttons are **objects** the user can click on.

Button clicks (an event) can make **actions** happen in a program.

Button attributes can be changed in the **properties table.**



The type of object. In this example a button object.

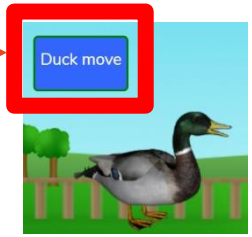
The name of the button in the code

The text on the button

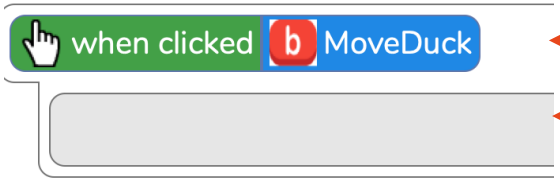
The size of the text on the button

The colour of the text on the button

The colour of the button



Buttons use the **when clicked** event.



event

add an action