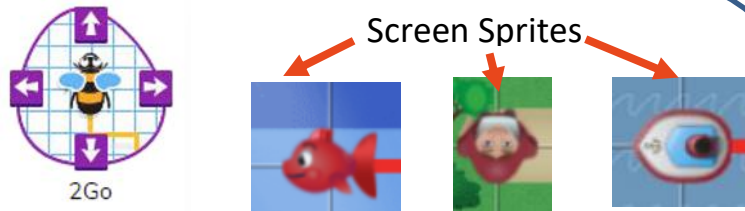


Route Explorers

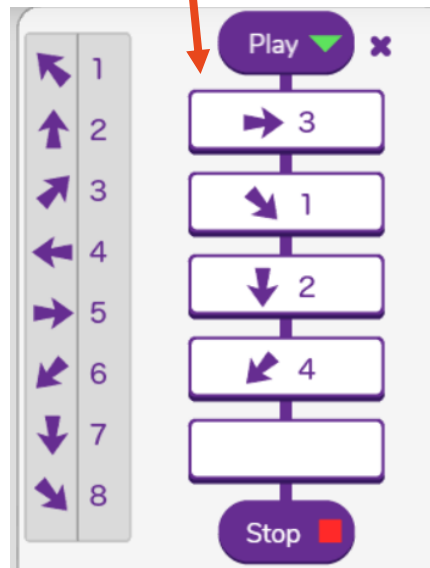
Algorithm

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



Algorithm in 2Go

We can write **algorithms** in 2Go to control the movements of screen sprites. The algorithms are made up of arrows to show the **direction** and numbers to show **how many units** to move.



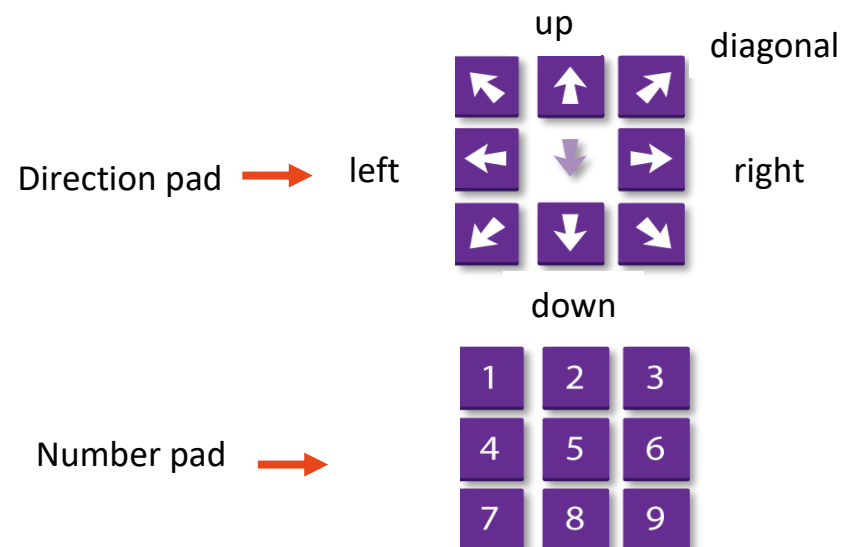
Bug

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

If a screen sprite does not move where you want it to, there is a bug in the algorithm. The algorithm needs debugging.



Debug

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



Route Explorers

When writing an algorithm on 2Go to move the sprite to its destination...

1. Plan the route for your sprite to its destination with your finger.
2. Choose the direction for each instruction.
3. Choose the number of steps for each instruction.
4. Test the algorithm by pressing play 
5. Debug the algorithm.
6. Rewind the sprite to the beginning 
7. Test the algorithm again.
8. Continue until the algorithm completes the task of moving the sprite to its destination.

Useful images



Click to choose challenge.



Undo



Rewind



Slower



Faster



Forward 3



Run the algorithm



Change the colour of the path that the object leaves in 2Go

Computers follow programs

An algorithm written for a computer to follow is called a program. Programs are written in code.