



Technovation iridescent
CANADA

Unit 9 – Troubleshooting

Review

- ➔ Weekly Check in
- ➔ Share with the group
 - Highlights of working as a team
 - Progress on your business



Troubleshooting

- ➔ Tips for debugging your code
- ➔ Debugging: the process that coders use to figure out why their code isn't working

“It's hard enough to find an error in your code when you're looking for it;

it's even harder when you've assumed your code is error-free.”

Using Test Data

- ➔ Start with simple data to make sure your app works
- ➔ Add more data as you get pieces working
- ➔ Example: App shows the user where the closest restaurant is to them.
 - Fusion table stores the names of restaurants, the location data, style of food and phone numbers.
 - Get started with just two restaurants and location data
 - Get that working then add restaurants and more information about them

Debug with alerts

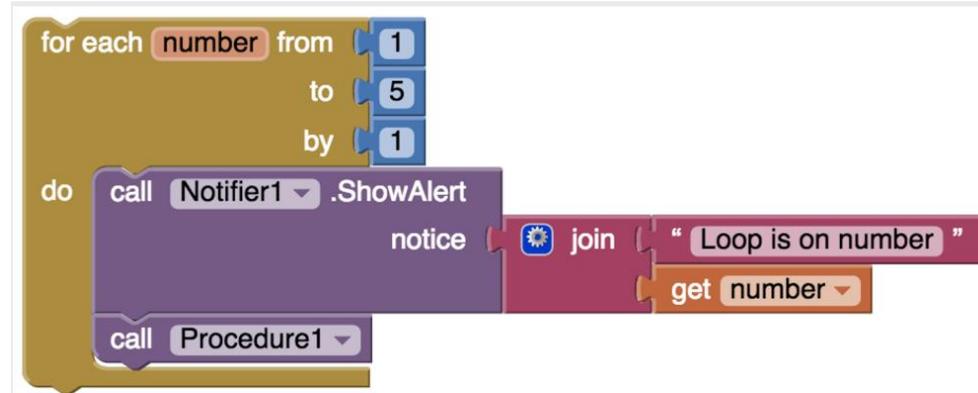
- ➔ Not sure where your app is stuck?
- ➔ Drag in the notifier and use it to set alerts to tell you what code is getting executed

```
when Spinner1 .AfterSelecting  
do  
  if  
    compare texts get selection = " Option1 "  
  then  
    call Procedure1  
  else if  
    compare texts get selection = " Option2 "  
  then  
    call Procedure2
```

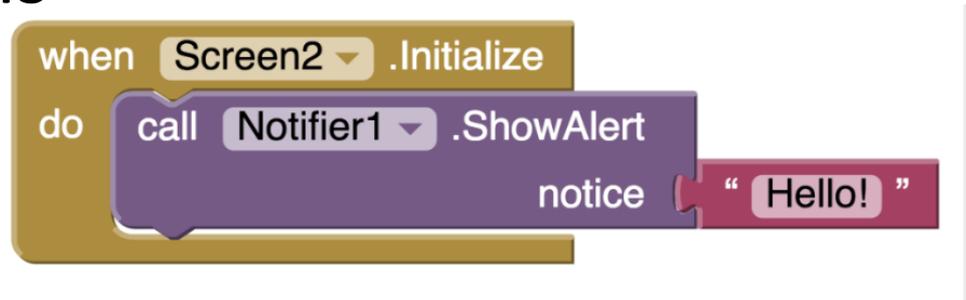
```
when Spinner1 .AfterSelecting  
do  
  if  
    compare texts get selection = " Option1 "  
  then  
    call Procedure1  
    call Notifier1 .ShowAlert  
    notice " This app is doing option1 "  
  else if  
    compare texts get selection = " Option2 "  
  then  
    call Procedure2  
    call Notifier1 .ShowAlert  
    notice " This app is doing option2 "  
  else  
    call Notifier1 .ShowAlert  
    notice " This app isn't doing anything! "
```

Debug with alerts

➔ Debugging a loop

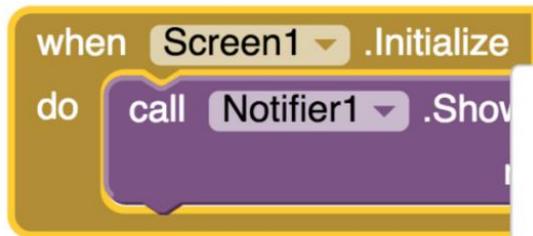


➔ Testing which screens are getting called



Collapsing blocks

- ➔ Having trouble focusing on the blocks that aren't working? Collapse the ones that don't need your attention.

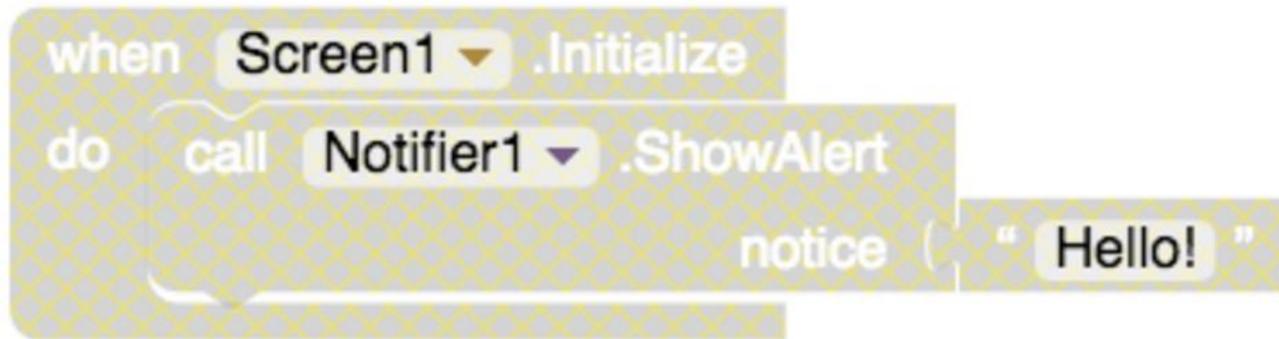


- Duplicate
- Add Comment
- Collapse Block
- Disable Block
- Add to Backpack (4)
- Delete 3 Blocks
- Help

when Screen1 .Initialize d...

Disabling Blocks

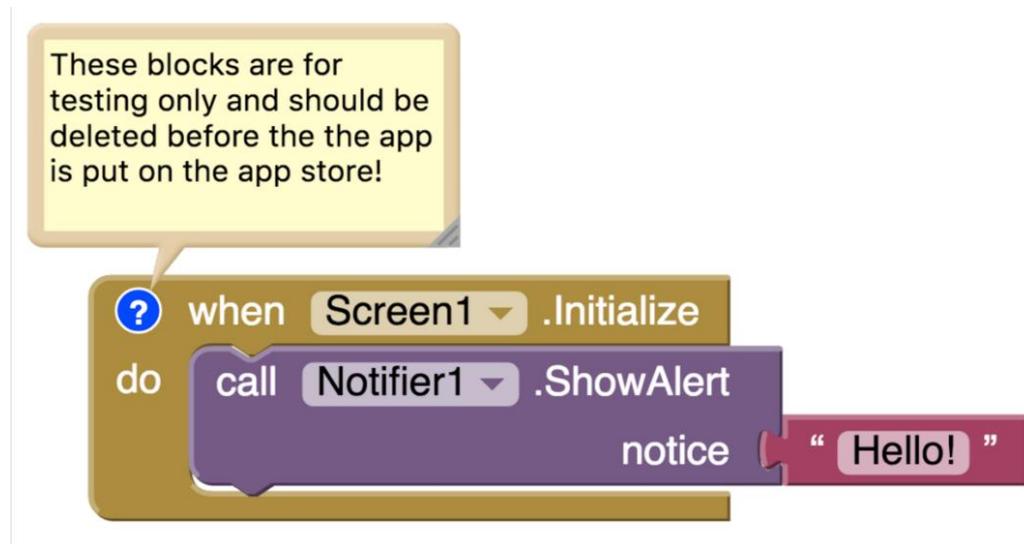
- ➔ Have a block that isn't finished? Disable it while you test the rest.



- ➔ Right click to Enable or Expand the blocks again

Using Comments

- ➔ Comments help to understand the code – useful for judges, mentors, team-mates looking at your code



Version Control

- ➔ Save versions of your project
- ➔ When you get a section working save that version
 - You can go back to it if you mess up the next section!
- ➔ The “save project as” option allows you to create a copy of the code you are working and save it under a new name

Next Steps

- ➔ Finish your app
- ➔ Continue working on your pitch scripts

