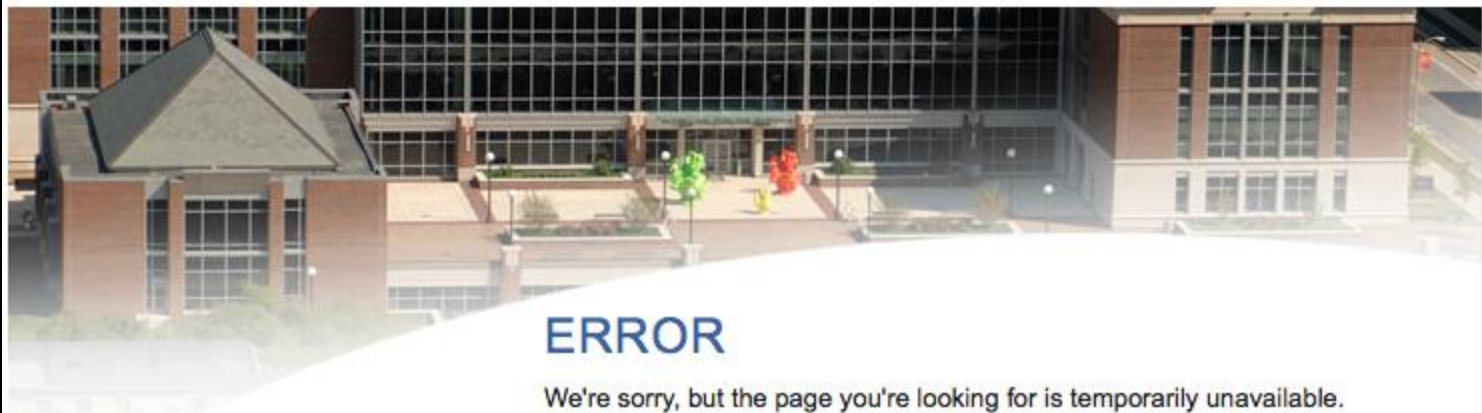


CS 105

Week 2, continued

Extension



ERROR

We're sorry, but the page you're looking for is temporarily unavailable.

Please try again later. Thank you for your patience.

MP1

Things We Know...

```
if ( temp < 0 )  
{  
    wearScarf();  
}
```

```
if ( temp < 0 )  
{  
    wearScarf();  
}  
if ( temp < 10 )  
{  
    wearHat();  
}
```

```
if ( temp < 0 )  
{  
    wearScarf() ;  
}  
if ( temp < 10 )  
{  
    wearHat() ;  
}  
if ( temp < 20 )  
{  
    wearGloves() ;  
}
```



```
if ( temp < 0 )  
{  
    wearScarf();  
}  
if ( temp < 10 )  
{  
    wearHat();  
}  
if ( temp < 20 )  
{  
    wearGloves();  
}
```

temp = 15

```
if ( temp < 0 )
```

```
temp = 15
```

```
{
```

```
    wearScarf();
```

```
}
```

```
if ( temp < 10 )
```

```
{
```

```
    wearHat();
```

```
}
```

```
if ( temp < 20 )
```

```
{
```

```
    wearGloves();
```

```
}
```

```
if ( temp < 0 )
```

```
temp = 15
```

```
{
```

```
    wearScarf();
```

```
}
```

```
if ( temp < 10 )
```

```
{
```

```
    wearHat();
```

```
}
```

```
if ( temp < 20 )
```

```
{
```

```
    wearGloves();
```

```
}
```

```
if ( temp < 0 )  
{
```

```
    wearScarf();
```

```
}
```

```
if ( temp < 10 )  
{
```

```
    wearHat();
```

```
}
```

```
if ( temp < 20 )  
{
```

```
    wearGloves();
```

```
}
```

```
temp = 15
```

```
if ( temp < 0 )  
{  
    wearScarf();  
    if ( temp < 10 )  
    {  
        wearHat();  
        if ( temp < 20 )  
        {  
            wearGloves();  
        }  
    }  
}
```

```
if ( temp < 0 )  
{
```

temp = 15

```
    wearScarf();
```

```
    if ( temp < 10 )  
    {
```

```
        wearHat();
```

```
        if ( temp < 20 )  
        {
```

```
            wearGloves();
```

```
        }
```

```
    }
```

```
}
```

```
if ( temp < 0 )
```

```
temp = 15
```

```
{
```

```
    wearScarf();
```

```
    if ( temp < 10 )
```

```
    {
```

```
        wearHat();
```

```
        if ( temp < 20 )
```

```
        {
```

```
            wearGloves();
```

```
        }
```

```
    }
```

```
}
```

Bug



9/9

0800 Antam started
 1000 " stopped - antam ✓
 1300 (032) MP - MC ~~1.582649000~~
 (033) PRO 2 2.130476415
 conch 2.130676415

{ 1.2700 9.037847025
 9.037846795 conch
 4.615925059(-2)

Relays 6-2 in 033 failed special speed test
 in relay " 11.000 test.

Relay
 2145
 Relay 337

1100 Started Cosine Tape (Sine check)
 1525 Started Multy Adder Test.

1545



Relay #70 Panel F
 (moth) in relay.

First actual case of bug being found.
 1630 Antam started.
 1700 closed down.

Software Bug

An error in the program's logic resulting in an incorrect output.

Debugging

Things We Saw In Scratch...

If...Else

```
if ( caffeine < 10 )  
{  
    drinkCoffee();  
}
```

```
if ( caffeine < 10 )  
{  
    drinkCoffee() ;  
}  
else  
{  
    drinkTea() ;  
}
```



```
if ( caffeine < 10 )  
{  
    drinkCoffee();  
}  
else  
{  
    drinkTea();  
}
```

```
if ( caffeine < 10 )  
{  
    drinkCoffee();  
}  
else  
{  
    if ( caffeine < 40 )  
    {  
        drinkTea();  
    }  
}
```

```
if ( caffeine < 10 )  
{  
    drinkCoffee();  
}  
else if ( caffeine < 40 )  
{  
    drinkTea();  
}
```

Loop

```
let n = 0
```

```
while there are a pair of people:
```

```
    set n = n + 2
```

```
if there is one unpaired person:
```

```
    set n = n + 1
```

```
let n = 0
```

```
while there are a pair of people:
```

```
    set n = n + 2
```

```
if there is one unpaired person:
```

```
    set n = n + 1
```

```
if ( _____ )  
{  
    ...  
}
```

```
if ( _____ )  
{  
    ...  
}
```

```
while ( _____ )  
{  
    ...  
}
```



```
if ( _____ )
```

```
{
```

Runs once, if the condition is true

```
}
```

```
while ( _____ )
```

```
{
```

```
...
```

```
}
```

```
if ( _____ )
```

```
{
```

Runs once, if the condition is true

```
}
```

```
while ( _____ )
```

```
{
```

Runs while the condition is true

```
}
```

```
if ( _____ )
```

```
{
```

Runs once, if the condition is true

```
}
```

```
while ( _____ )
```

```
{
```

Runs while the condition is true

```
}
```

Runs until the condition is not true

```
while ( day == "Wednesday" )
{
    var time = checkTime();
    if (time < 9)
    {
        /* Code to sleep */
    }
    if (time == 9)
    {
        /* Code to go to CS 105 */
    }
}
```