Debugging Reflection

Debugging is finding and fixing issues or errors in your code that result in it not working as expected or at all. Issues are often called bugs.

Your name: _____ **Date:** _____

What challenges came up for you while creating this project? How did you get unstuck, or what strategies did you use to debug the code?

When you have moments of frustration while debugging, what techniques do you use to manage your emotions or your level of stress?

If you cannot debug a problem on your own, where can you turn to for help or advice? What are trusted sources of information?

How did you attempt to fix the code? What do you think is going on after your changes? Explain your solution.

Did you ask others for help debugging, or compare your code with other solutions? Was your solution similar or different? Why did you choose the blocks you did?

How might you iterate/what would you add or change if you had two more days?

When preparing to debug, what are your strategies to keep track of the changes you are making and what works/what doesn't work?

Suggestion: Before breaking apart your code, consider keeping a copy in a safe place in case you need to refer back to it. This is known as version control. You could practice version control in a few ways, such as:

- *Save a copy of the Scratch program file to your computer (File > Save to your computer). It can be uploaded to Scratch later if you'd like to reference it. You can rename it with a date or a version number or helpful wording so you know what version of your program it is.*
- *Duplicate the code sequence and remove any hat block/event block at the top that would make it run. Place that copy elsewhere on the script area as a backup you can reference.*

Tip: If you'd like to translate this guide, **click here to make a copy** of this Google doc.