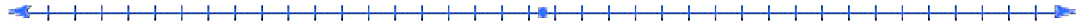




LEGO ROBOTICS DAY CAMP



Debugging Tips

1. Program in small chunks. 
2. Beep to show you've reached a given point. When you're working correctly to the beep, move the beep.
3. Try to figure out exactly what the problem is.
4. Explain the behavior to someone else, with details.
5. Bracket parameters – if you are trying to set a value, find one you know is too small (or large) then go for one that's too big (or small) and narrow it from there.
6. Be picky, picky, picky. 
7. Check your assumptions.
8. Check your tests -- are you testing what you want to and only what you want to?
9. Look for help:
 - Leading questions list
 - Unstick trick words
 - Copy of Inventor 3 function and structures palettes