

## Ozobot Editor Essentials 04: Debugging

### Activity Sheet 1

Name: \_\_\_\_\_

Date: \_\_\_\_\_

Open the Share Code in the Ozobot Editor. Run the program and compare the actions and code to the pseudocode on the activity sheet. Find and fix the bugs. Test the program as many times as needed. Record the Share Code of the debugged program.

| Share Codes                                                                                                                                                    | Pseudocode                                                                                                                                                                                                            |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>1) Bugged program: 5t9wbwo</p> <p>Debugged program: _____</p> <p>What were the bugs? _____</p> <p>_____</p> <p>How did you fix them? _____</p> <p>_____</p> | <p>The bot should move backward 5 steps and spin right when it senses an object in front of it.</p>                                                                                                                   |
| <p>2) Bugged program: hdk6gcs</p> <p>Debugged program: _____</p> <p>What were the bugs? _____</p> <p>_____</p> <p>How did you fix them? _____</p> <p>_____</p> | <p>The bot should say direction right, turn right, say direction forward, move forward, say direction left, turn left, say direction back, and move backward. It should complete the entire sequence three times.</p> |
| <p>3) Bugged program: ahf3oyi</p> <p>Debugged program: _____</p> <p>What were the bugs? _____</p> <p>_____</p> <p>How did you fix them? _____</p> <p>_____</p> | <p>The bot should play a happy sound, move in a zigzag motion fast, play a surprised sound and spin twice, then make a u-turn. It should complete the entire sequence four times.</p>                                 |

## Ozobot Editor Essentials 04: Debugging

### Activity Sheet 2

Name: \_\_\_\_\_

Date: \_\_\_\_\_

| Share Codes                                                                                                                                                    | Pseudocode                                                                                                                                                                                   |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>4) Bugged program: sxts5xr</p> <p>Debugged program: _____</p> <p>What were the bugs? _____</p> <p>_____</p> <p>How did you fix them? _____</p> <p>_____</p> | <p>The bot should turn the top light green, then move forward three steps fast, count from 1 to 5 and make a u-turn.</p>                                                                     |
| <p>5) Bugged program: 57mb2zj</p> <p>Debugged program: _____</p> <p>What were the bugs? _____</p> <p>_____</p> <p>How did you fix them? _____</p> <p>_____</p> | <p>If the surface color is red, the bot should move forward in a small circle for 3 seconds to the left, otherwise it should play 5 notes, spin right, and move backward 5 steps slowly.</p> |
| <p>6) Bugged program:</p> <p>Debugged program: _____</p> <p>What were the bugs? _____</p> <p>_____</p> <p>How did you fix them? _____</p> <p>_____</p>         |                                                                                                                                                                                              |