Algebra 1 – WH October 8 & 9, 2014

**directions for today**

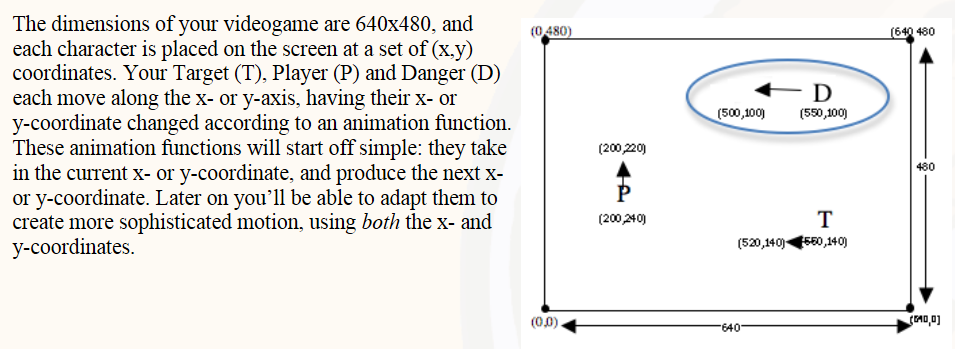
**Bug hunting**

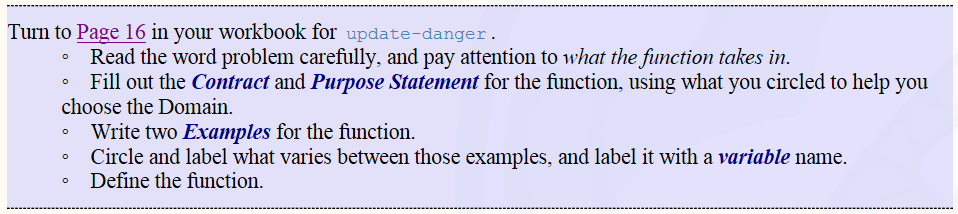
Debugging (finding and correcting problems in code) is an important part of programming, so it’s a good idea to practice finding bugs in code.

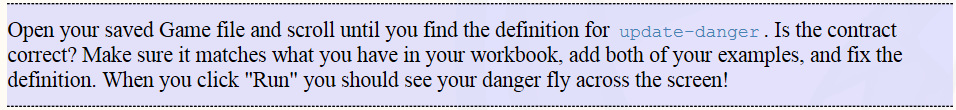
Open the Bug Hunting program in a new window, and see if you can find the bug in each expression. Click "Run" and read the error message carefully! After you fix each one, clicking Run will show you the error message for the next bug.

Call your teacher over and show him/her you’ve squished all of the bugs!

**Danger and Target Movement**

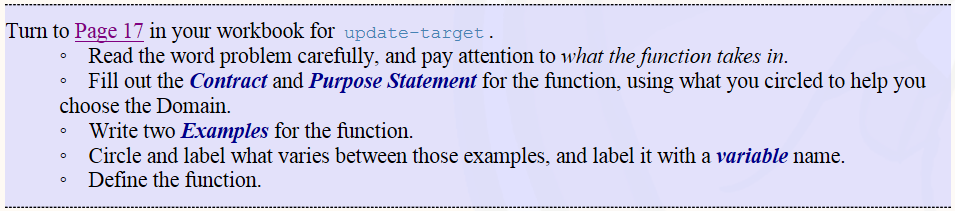






**To open your game file:**

1. Go to wescheme.org
2. LOG IN with **username**: [norman.algebra@gmail.com](mailto:norman.algebra@gmail.com) **password**: bootstrap
3. Click on your game file



 **To share your code and save it from accidental destruction:**

1. Click on the share link
2. Choose **YES** to share code
3. Copy the link and paste it into the turnitin.com assignment called **Snapshot of Game Code**

**Projectile Movement (Optional)**

