

CHAPTER 2

EXTRA RESOURCES

Additional Resources

1. “Good Comments and Bad Ones” (<http://tiny.cc/sbcomments/>): Read examples of helpful and not so helpful comments!
2. “A Case for Insensitivity” (<http://tiny.cc/insensitivity/>): Learn about case sensitivity in other languages and why Small Basic is insensitive.
3. “Make It Easy to Read” (<http://tiny.cc/makeiteasy/>): Learn how to use white space and comments to make your program readable.
4. “Collecting ASCII Art” (<http://tiny.cc/collectingascii/>): Try to create this ASCII art in Small Basic.
5. “The Properties of the TextWindow Object” (<http://tiny.cc/textwindow/>): Peruse all the properties of the TextWindow object.
6. “TextWindow Colors” (<http://tiny.cc/twcolors/>): Learn which colors you can use in the text window.
7. “Small Basic: Color” (<http://tiny.cc/sbcolor/>): Get colorful as you learn how to use each color in Small Basic.

8. “Changing Properties” (<http://tiny.cc/changingproperties/>): Find out whether you can change a property.
9. “Binary Operators” (<http://tiny.cc/binaryoperators/>): Learn more about binary operators in Small Basic.
10. “The Origin of the Order of Operations” (<http://tiny.cc/operationsorigin/>): Learn the order of operations and its source.
11. “How to Read Error Messages” (<http://tiny.cc/errormessages/>): Follow along with this breakdown of Small Basic error messages.
12. “Examples of Errors” (<http://tiny.cc/errorexamples/>): Check out additional examples of Small Basic errors.

Review Questions

1. What’s the difference between an object and a method?
2. What does case insensitive mean?
3. What does a concatenation operator do?
4. What must characters of a string be enclosed in?
5. What should you add to your code to explain tricky parts to other programmers?
6. What’s wrong with the following statement?

```
TextWindow.WriteLine('Welcome to Small Basic.')
```

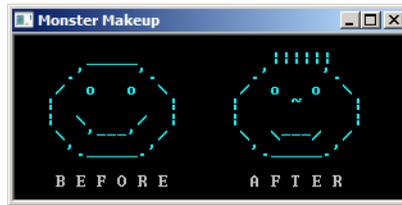
7. What’s the difference between the Write() and WriteLine() methods of TextWindow?
8. In what order does the computer execute a program’s statements?
9. What are bugs, and what does debugging mean?

Practice Exercises

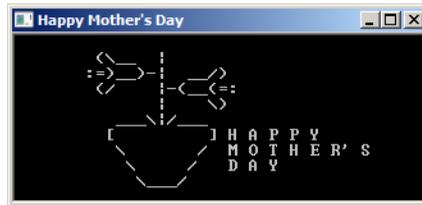
1. What’s the output of the following statements? Can you explain why? If you’re not sure, enter and run the code to see what it does.

```
TextWindow.WriteLine("1+2=" + 1 + 2)  
TextWindow.WriteLine("1+2=" + (1 + 2))
```

- Write a program to draw the face of a person before and after putting on his monster makeup (similar to what is shown below).



- And let's not forget your mother! Write a program to create a Mother's Day card similar to the one shown below.



- What's wrong with this next statement? What do you call this type of programming error? Enter it the correct way.

```
TextWindow.WriteLine("I Goofed")
```
