

How do we repair broken code?

Bugs

A **bug** is an error which stops your code working as expected. There are **two** main types of bug which can occur in a program:

- **Syntax error**

This happens when the rules of the language have been broken e.g. by misspelling a command. Syntax errors usually stop the code from running.

Languages like Scratch provide code in ready-written blocks, so you won't make many syntax errors.

- **Logic error**

This means your code runs, but doesn't do what you expect.

Unfortunately, it's still possible to make logic errors in Scratch!

Finding and fixing these errors in a program is known as **debugging**.

ISTE standards 4a, 4c, 4d, 6c, 6d

explain how you would go about fixing broken code.



42 Fred