

## Session 1 Skill Review: Find and Fix the Bugs

Put your debugging skills to the test! There are four errors in the *debug* program. Find and fix the errors to play a word game. Please note – you need the **debug** template to complete the task.

1. Open the *debug* program in IDLE:
  - a. Open IDLE( Python).
  - b. From the File menu, select *Open*.
  - c. Select **debug**. Click *Open*. (Ask your teacher for this file)
  - d. From the File menu, select *Save As*. Go to the place where you save your work.
  - e. Add **student name** to the file name. Click *Save*.



2. Fix the punctuation:
  - a. From the Run menu, select *Run Module*.
  - b. Find the syntax error: `print(CODING JUNGLE WORD GAME,`
  - c. Click OK.
  - d. Pick how to fix the bug, then save the changes:

```
print('CODING JUNGLE WORD GAME')      print('CODING JUNGLE WORD GAME')
```

3. Fix the comment:
  - a. From the Run menu, select *Run Module*.
  - b. Fix the syntax error: `play game.`
  - b. Click OK.
  - c. Pick how to fix the bug, then save the changes:

```
play game      #play game
```

3. Fix the indent:
  - a. From the Run menu, select *Run Module*.
  - b. Fix the syntax error: `while play:  
number=random.randint(2, 10)`
  - b. Click OK.
  - c. Pick how to fix the bug, then save the changes:

```
while play:      while play:  
number=random.randint(2, 10)      number=random.randint(2, 10)
```

4. Add the Python library:
  - a. From the Run menu, select *Run Module*. Fix the `NameError`.
  - b. Close the Python Shell. Pick the code to add to the first line of the program:

```
import random      get random library
```

5. What does the program do? **make silly sentences**