

## Intro to Coding Cheatsheet

Create New Scripts Right-click object > Insert New Script	Run Code Press Play.
Print Function Displays text on the screen. • Example: print("Hello world!")	Comments  Green notes saying what the code  does. ● Example: Turns PracticePart green

### **Variables**

Placeholders for information the program will use later. Variables can be changed and worked with in a variety of ways.

## **String Variables**

Holds groups of letters and/or numbers. Uses quotation marks.

Example: "This is a string"

In use: print("5 is my favorite")

### **Numerical Variables**

Used to count things Does not have quotation marks.

Example: 5

In use: wait (3)

## **Properties**

Any characteristic of an object.

Examples include color, visibility, speed, and health points.

### **Dot notation**

Used to separate names of objects, properties, and keywords like "new".

Example: game.Workspace.PartName.BrickColor =
BrickColor.new(0.9,0.8,0.1)

## **Wait Function**

Makes the program wait a number of seconds before going to the next line of

code. Example: wait (4)



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#### While true do

Loops the code between while true do and end over and over

Example:

```
while true do
    wait(3)
    Part.BrickColor = BrickColor.new(0.9,0.8,0.1)
    wait(3)
    Part.BrickColor = BrickColor.new(0.9,0.4,0.9)
end
```

### **local Variables**

Use the keyword local and a name to create your own variable. No spaces in the name. Example: local NameOfMyVariable = script.parent

### Parents and Children

The relationship between two objects. In this image the parent is the part. The child is the script.



## script.Parent

Directs a script to its parent. Usually a part.

Example: local NameOfMyVariable = script.parent

## **Troubleshooting Steps**

- 1. Look for red lines in the code and follow instructions
- 2. Check that capitalization matches exactly
- 3. Check for missing quotation marks or parentheses
- 4. Make sure there are no spaces in variable names
- 5. Make sure that necessary code isn't commented out (green)
- 6. Have a few friends look at your code. Everyone needs fresh sets of eyes sometimes.

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