

## 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?

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

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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

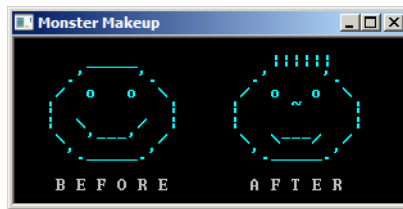
1. What’s the output of the following statements? Can you explain why? If you’re not sure, enter and run the code to see what it does.

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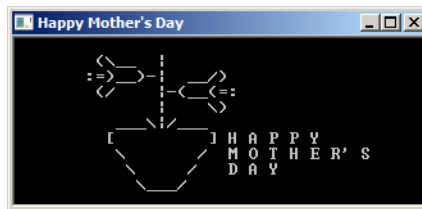
```
TextWindow.WriteLine("1+2=" + 1 + 2)  
TextWindow.WriteLine("1+2=" + (1 + 2))
```

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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).



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



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

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

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