



Girls Who Code At Home

Debug the Missing Code Part 1
Reference Guide

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In this document you will find all of the answers to some of the questions in the activity. Follow along with the activity and when you see this icon, stop and check your ideas here.

Step 3: Examine a buggy site

Take the fixed Buggy Personality Quiz (3-5 mins)

Here is how the program figures out which bug a person is based on the steps they take:

1. Person reads the question and decides which answer they prefer, then clicks on the associated button. They click one answer per question.
2. The computer keeps track of which option the person selected by keeping score of the number of times each possible result is answered.

Note: Each one of your answer choice options must be associated with one of the possible final results. In the first question, selecting mochi will add 1 point to the butterfly score, selecting cookie will add 1 point to the grasshopper score, selecting cake will add 1 point to the ladybug score, and selecting fruit will add 1 point to the bee score. See the full scoring table below.

3. **IF** all three (or more if you choose to include more) questions are answered, the computer tries to determine the final result based on the value in our scoring counters. The result is returned as the text at the bottom of the page. For example, if the butterfly score is greater than or equal to 2, the result is a butterfly. If no score matches that criteria, the program tells the person to try again.
4. **OTHERWISE**, the person moves on to the next question.
5. Once the quiz is complete, the person has the option to restart the quiz.

Scoring Guide

Question 1: What is your favorite dessert?

Mochi	Cookie	Cake	Fruit
+1 Butterfly	+1 Grasshopper	+1 Ladybug	+ 1 Bee

Question 2: Pick a location for your next vacation.

Woods	City	Beach	Mountains
+1 Grasshopper	+1 Bee	+1 Butterfly	+ 1 Ladybug

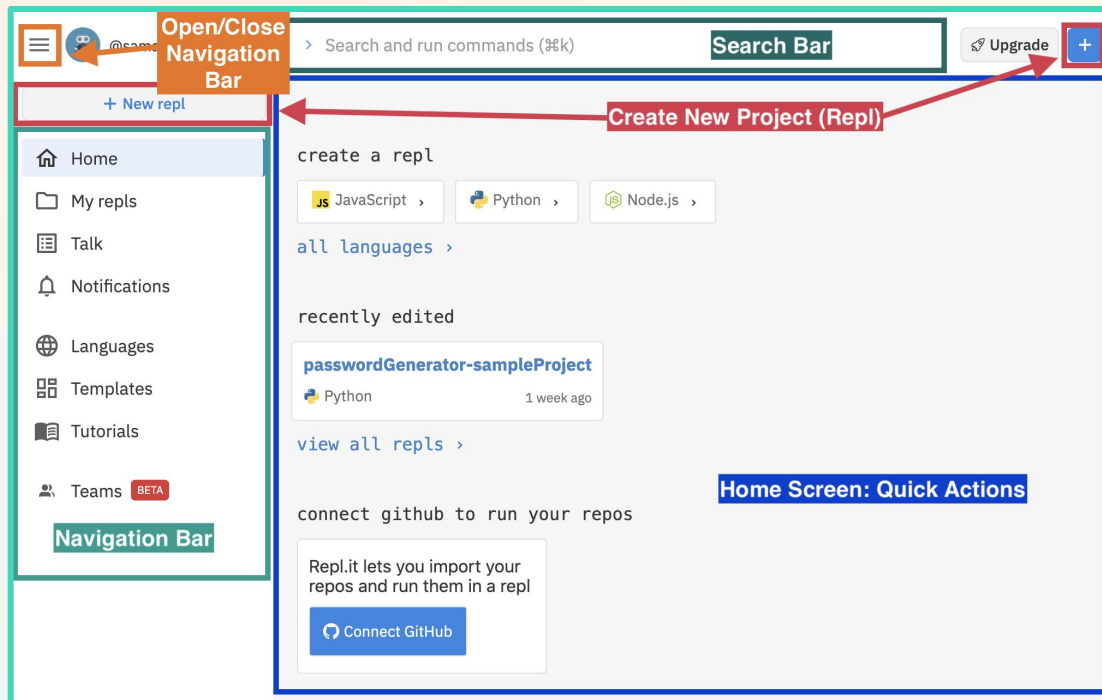
Question 3: What's your fav color?

Greenery	Ultra Violet	Classic Blue	Living Coral
+1 Ladybug	+1 Butterfly	+1 Grasshopper	+ 1 Bee

Step 4: Getting started with Repl.it

Explore the Repl.it Platform

Since we already had starter code, we dove right in. But if you want to learn more about using Repl.it, keep reading! Below is your home screen on the Repl.it platform. Let's explore some of the key features available to you started.



- **Navigation Bar:** This column to the left of your screen allows you to access common actions that you might want to engage in. For example you can create a new project (repl), access all of your projects, talk to the Repl.it community, change programming languages, update preferences for your editor under Templates, and learn from some tutorials. In order to open or close this navigation bar you can click the hamburger icon (the three bars icon).
- **Search Bar:** Instead of using the navigation bar, you can also use the search bar to search and run commands.
- **New Repl:** There are two ways to create a new project. The first is through the navigation bar and clicking on the **+New repl** button or clicking the + button on the top right of the window.
- **Main Area:** In the center of your screen will vary depending on your view. When you first log in to Repl.it you will be defaulted to the home screen. Here you will see some quick actions/suggestions for what you might do. As we create a new project, this is where you will do most of your programming.

You can learn more about the Repl.it platform and Repls using this [resource](#).

Note: You may notice multiple mentions of GitHub throughout your Repl.it browser. **GitHub** is a popular software development manager. Many programmers use this tool to store all of their projects and code and share amongst a team of developers. We will not go into detail in this tutorial on how to use GitHub. If you want to learn more about this tool check out this [GitHub tutorial](#).

Create a New Repl.it Project

- ❑ **Create a new repl.** Click the blue **+** button on the top right corner of your screen or the **+New repl** button in your navigation bar.
- ❑ **Select JavaScript under the language option.** For this project we will be working in JavaScript, but remember that for any future projects you can program in over 50 languages on Repl.it.
- ❑ **Name your project.** Give your project a descriptive name like **<yourName>_buggyQuiz**. Typically projects should have no spaces and use [camelCase](#) or underscores to separate words.
- ❑ **Click Create Repl.**

Step 5: Fix the first bug

- ❑ **Test it.** You probably noticed that the top doesn't have a partner and the closing curly bracket connects to the open curly bracket directly above it right after **else**. This means we are missing a final curly bracket at the end of our function!

```
110 // Update quiz result
111 function updateResult() {
112     if (beeScore >= 2) {
113         result.innerHTML = "You are a bee!";
114     } else if (butterflyScore >= 2) {
115         result.innerHTML = "You are a butterfly!";
116     } else if (grasshopperScore >= 2) {
117         result.innerHTML = "You are a grasshopper!";
118     } else if (ladybugScore >= 2) {
119         result.innerHTML = "You are a ladybug!";
120     } else {
121         result.innerHTML = "Hmm...not sure. Try again later.";
122     }
123 }
```

```
110 // Update quiz result
111 function updateResult() {
112     if (beeScore >= 2) {
113         result.innerHTML = "You are a bee!";
114     } else if (butterflyScore >= 2) {
115         result.innerHTML = "You are a butterfly!";
116     } else if (grasshopperScore >= 2) {
117         result.innerHTML = "You are a grasshopper!";
118     } else if (ladybugScore >= 2) {
119         result.innerHTML = "You are a ladybug!";
120     } else {
121         result.innerHTML = "Hmm...not sure. Try again later.";
122     }
123 }
```

- ❑ **Make your changes.** Add a closed curly bracket **}** to line 98.

```

110 // Update quiz result
111 function updateResult() {
112     if (beeScore >= 2) {
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119         result.innerHTML = "You are a ladybug!";
120     } else {
121         result.innerHTML = "Hmm...not sure. Try again later.";
122     }
123 }

```

- ❑ **Run the program.** Hooray! That error message is gone. But now we have a new one to solve.



Bug Fixed!

This error is an example from the If you open it, you must close it column above. These errors can be tough because the error might occur in a different location than the console tells you. Always try to write your curly brackets or parentheses first, then add the code inside.

Note: Some code editors like Repl.it add a closing curly bracket for you if you type an opening curly bracket, so you should also make sure you don't have too many!

Step 6: Solve the second bug

The “b” is not capitalized in line 20 while it is capitalized on other lines. Try changing the lowercase “b” to an uppercase “B” and run your program again:

```
var q1a3 = document.getElementById("q1a3"); // Store HTML element for question 1  
answer 3 button
```

A beautifully empty error console window should appear.



Bug Fixed!

In this bug, the program didn't recognize `getElementbyId` as the same function as `getElementById`. JavaScript (and most programming languages) are case sensitive. If you use the wrong case, your program will treat it the same as a spelling error.