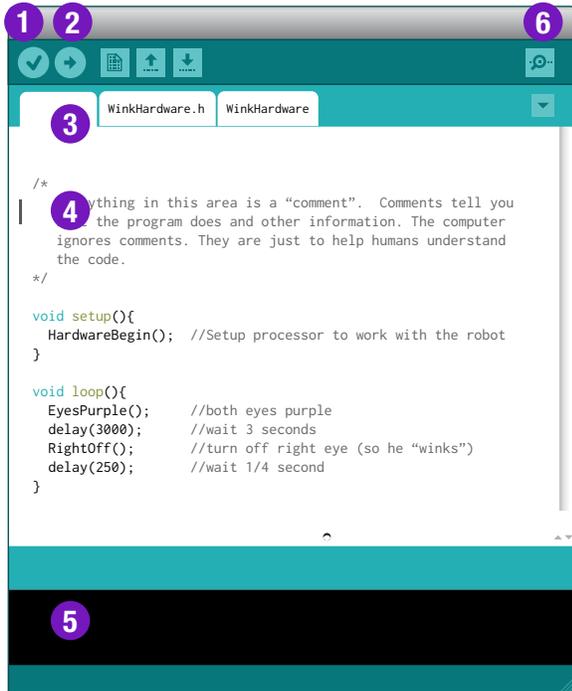## How the code window is set up...

In the world of Arduino, the window where you write your code is called a "sketch". You could also call this "source code". Have a look at how the window is set up.

(1) Press the Check Mark button to "verify" your code. This compiles your code and tells you if you've written anything the computer can't understand.

(2) Press the Arrow button to compile then upload your code to the robot's brain.

(3) These are tabs. The first one has the name of your sketch. The others are supporting tabs which have background functions inside. More on these in the advanced lessons.

(4) This is your code! It's the stuff you edit to make the robot do cool stuff. A code example is shown below.

(5) This is the messages area. This area will tell you if you've made any mistakes in your code as well as other useful information.

(6) This opens the Serial Monitor, which is a window where the robot can send you messages which are useful when "debugging" your code.

```
/*
    Everything in this area is a "comment".  Comments tell you
    what the program does and other information. The computer
    ignores comments. They are just to help humans understand
    the code.
*/

void setup(){
  HardwareBegin();  //Setup processor to work with the robot
}

void loop(){
  EyesPurple();     //both eyes purple
  delay(3000);      //wait 3 seconds
  RightOff();       //turn off right eye (so he "winks")
  delay(250);       //wait 1/4 second
}
```

Use comments to tell yourself or other human readers what the code is doing. In line comments can be created by using a pair of forward slashes like this: //

setup() runs one time when the processor first starts. It is useful to configure the initial setup of the processor.

This is where the fun happens. Everything inside the loop() function is run over and over. You'll put most of your code inside this function.

SKILL LEVEL 1