

## Lesson 2 (1 day)

### Lesson Overview

In this lesson students will learn about comments and how they are used to mark the material and explain what the code does.

#### Activity

Explain to students that comments are very important in your programs. I always like to think of them as post it notes in your program. Sometimes you need reminders in your program of what part are supposed to do in order to make proper edits or come back to something later. Comments in Ruby are used to tell you what something does in English, and they also are used to disable parts of your program if you need to remove them temporarily. Have the students type the following in the text editor.

```
1 # A comment, this is so you can read your program later.
2 # Anything after the # is ignored by Ruby.
3
4 puts "I could have code like this." # and the comment after is ignored
5
6 # You can also use a comment to "disable" or comment out a piece of code:
7 # puts "This won't run."
8
9 puts "This will run."
```

### What You Should See

```
$ ruby ex2.rb
I could have code like this.
This will run.
$
```

Have the students complete the following assignments. These are review skills in how to fix code and ways to refresh yourself with what your code is intended to do. The reading backwards strategy helps in focusing on the content so your eyes don't skip over parts that you are "sure are right".

1. Find out if you were right about what the # character does and make sure you know what it's called (octothorpe or pound character).
2. Take your ex2.rb file and review each line going backwards. Start at the last line, and check each word in reverse against what you should have typed.
3. Did you find more mistakes? Fix them.