

Reference

Comments

Commenting a program means using descriptive text to explain portions of code. The compiler and robot both ignore comments when running the program, allowing a programmer to leave important notes in non-code format, right alongside the program code itself. This is considered very good programming style, because it cuts down on potential confusion later on when someone else (or even you) may need to read the code.

There are two ways to mark a section of text as a comment rather than normal code:

Type	Start Notation	End Notation
Single line	//	(none)
Multiple line	/*	*/

Below is an example of a program with single and multi-line comments. Commented text turns green.

```

/*
   This program uses commenting
   to describe each process.
*/
task main()
{
  bMotorReflected[port2] = 1; //reflect rotation on port 2
  motor[port3]=127; //port3 receives full power
  motor[port2]=127; //port2 receives full power
  wait1Msec(5000); //both motors run for 5 sec.
}

```

“Commenting out” Code

Commenting is also sometimes used to temporarily “disable” code in a program without deleting it. In the program below, the programmer has code to run straight and then turn right. However, in order to test just the first part of the program, the programmer made the second behavior into a comment, so that the robot would ignore it. When the programmer is done testing the first behavior, he/she will remove the // comment marks to re-enable the second behavior in the program.

```

task main()
{
  bMotorReflected[port2] = 1;
  motor[port3]=127;
  motor[port2]=127;
  wait1Msec(5000);

  //motor[port3]=127;
  //motor[port2]=-127;
  //wait1Msec(1500);
}

```