Create New Scripts
Right-click object  > Insert New Script

Run Code
Press Play.

<table>
<thead>
<tr>
<th>Print Function</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Displays text on the screen.</td>
<td>Green notes saying what the code does.</td>
</tr>
<tr>
<td>- Example: <code>print(&quot;Hello world!&quot;)</code></td>
<td>- Example: <code>--Turns PracticePart green</code></td>
</tr>
</tbody>
</table>

Variables
Placeholders for information the program will use later. Variables can be changed and worked with in a variety of ways.

<table>
<thead>
<tr>
<th>String Variables</th>
<th>Numerical Variables</th>
</tr>
</thead>
<tbody>
<tr>
<td>Holds groups of letters and/or numbers. Uses quotation marks.</td>
<td>Used to count things Does not have quotation marks.</td>
</tr>
<tr>
<td>Example: “This is a string”</td>
<td>Example: 5</td>
</tr>
<tr>
<td>In use: <code>print(&quot;5 is my favorite&quot;)</code></td>
<td>In use: <code>wait(3)</code></td>
</tr>
</tbody>
</table>

Properties
Any characteristic of an object.
Examples include color, visibility, speed, and health points.

Dot notation
Used to separate names of objects, properties, and keywords like “new”.
Example: `game.Workspace.PartName.BrickColor = BrickColor.new(0.9, 0.8, 0.1)`

Wait Function
Makes the program wait a number of seconds before going to the next line of code.
Example: `wait(4)`
Intro to Coding Cheatsheet

While true do
Loops the code between while true do and end over and over
Example:

```
while true do
  wait(3)
  Part.BrickColor = BrickColor.new(0.9, 0.8, 0.1)
  wait(3)
  Part.BrickColor = BrickColor.new(0.9, 0.4, 0.9)
end
```

local Variables
Use the keyword local and a name to create your own variable. No spaces in the name.
Example: `local NameOfMyVariable = script.parent`

Parents and Children
The relationship between two objects. In this image the parent is the part. The child is the script.

```
local Variables

Parents and Children

script.Parent
```

Directs a script to its parent. Usually a part.
Example: `local NameOfMyVariable = script.parent`

Troubleshooting Steps
1. Look for red lines in the code and follow instructions
2. Check that capitalization matches exactly
3. Check for missing quotation marks or parentheses
4. Make sure there are no spaces in variable names
5. Make sure that necessary code isn’t commented out (green)
6. Have a few friends look at your code. Everyone needs fresh sets of eyes sometimes.