

## Lesson 4: Developing and Testing an Application

### Try It: Practice Activities

#### Objectives

- Demonstrate program testing strategies
- Recognize phases for developing a software application

#### Vocabulary

Identify the vocabulary word for each definition below.

	Errors in the syntax of a computer program.
	Describes the class's properties.

#### Project

1. Continue the project from Section 3 Lesson 3.
2. Open the Project named FrogFlyL3. From the Scenario Menu, choose “Save as” and use the name FrogFlyL4. This will keep a copy from Lesson 3 in case there is a need to refer to it later.
3. Compile the Greenfoot project.
4. Open the code editor for the FrogWorld class.
5. At the top of the code, there is a comment area where a description can be written of the class.
6. For the description, write a textual storyboard for the FrogFly Scenario. The storyboard should describe the purpose and scope of the project. The frog will be able to chase the fly and if the frog catches the fly, another fly will appear.
7. Replace (your name) with your name.
8. Replace (a version number or a date) with today’s date.
9. Compile the Greenfoot project.
10. Save the project and exit.

#### Optional Practice

1. View and become familiar with the documentation for the World class.
2. View and become familiar with the documentation for the Actor class.