Some problem-solving strategies:

Start with what you know. Code it. Get it running.

Then, move to what you don't know.

Think about how it works first.

- If you can describe it precisely, you can often code it.
- If you can't code it, try to think of another way to do it. Think of it a different way.
- Focus on (1) tracking variables - check their values as needed AND update them when there is a change (2) updating the screen to reflect the tracking variables
- I write this part down – and refer back to it when I am coding.

Some questions I consider:

1. What tracking variables do I need? (Declare more if you discover you need them)
2. When do the tracking variables change?
3. For a win: consider the values in the tracking variables. What should they be?
4. When you hit a button, what happens?
5. What needs to be updated on the screen? When?
6. Run your code often. Test it.
7. If you need to add a cheater function to test something quickly, do it. Take the button (or whatever) out when you are done.