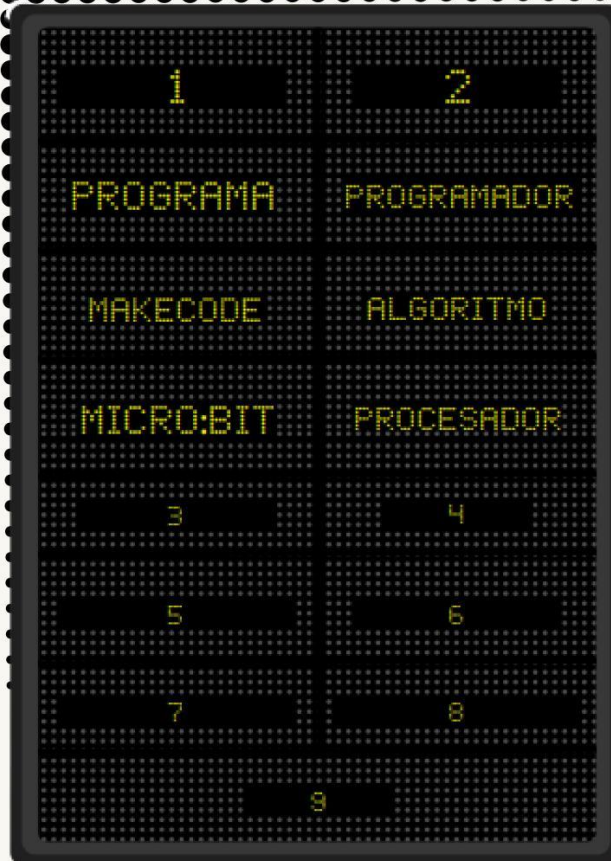




- 1.To fix the errors that stop a program from working.
- 2.To check that a program does what it is supposed to do.
- 3.The name of the block that repeats the actions until the simulation stops.
- 4.The name of the block that runs the code only once when the simulation begins.
- 5.The name of the block used to display numbers in the simulator.
- 6.The name of the block that lets you turn individual LEDs on or off.
- 7.The name of the block that displays a pre-designed image from the editor.
- 8.The name of the block used to display text.
- 9.The name of the block that stops the program for a specific amount of time.