1	2
PROGRAMA	PROGRAMADOR
MAKECODE	ALGORITMO
MICRO:BIT	PROCESADOR
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7	8
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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.