

## Reference

### Comments with Natural Language

Commenting a program means using descriptive text to explain portions of code. The compiler and robot both ignore comments when running the program, allowing a programmer to leave important notes in non-code format, right alongside the program code itself. This is considered very good programming style, because it cuts down on potential confusion later on when someone else (or even you) may need to read the code.

There are two ways to mark a section of text as a comment rather than normal code:

Type	Start Notation	End Notation
Single line	//	(none)
Multiple line	/*	*/

Below is an example of a program with single and multi-line comments. Commented text turns green.

```
#pragma config(Sensor, dgt11, bumper, sensorTouch)
#pragma config(Motor, port2, armMotor, tmotorNormal, openLoop)
/**!!Code automatically generated by 'ROBOTC'!!*/

/*
  This is part of a multi-line comment.
  This program uses commenting to describe each process.
*/
task main()
{
  startMotor(armMotor, 63); //Turn armMotor on at 1/2 power
  untilTouch(bumper); //Wait for bumper switch to be touched
  stopMotor(armMotor); //Stop the armMotor
}
```

#### “Commenting out” Code

Commenting is also sometimes used to temporarily “disable” code in a program without actually deleting it. In the program below, the programmer has code to move an arm up and then move the arm down. However, in order to test only the second half of the program, the programmer made the first behavior into a comment, so the robot will ignore it. When the programmer is done testing the second behavior, he/she can remove the // comment marks to re-enable the first behavior in the program.

```
task main()
{
  //startMotor(armMotor, 63); //Turn armMotor on at 1/2 power
  //untilTouch(bumper); //Wait for bumper switch to be touched
  //stopMotor(armMotor); //Stop the armMotor

  wait(2.0); //Wait 2.0 seconds

  startMotor(armMotor, -63); //Turn armMotor on at -1/2 power
  untilRelease(bumper); //Wait for bumper switch to be released
  stopMotor(armMotor); //Stop the armMotor
}
```