

INVALID VALUES

Here's the link to the tutorial: <http://tdev.ly/qapjc>

CREATING A VARIABLE

To understand what an Invalid Value does, we need to first create a variable and make it ask a number. To do this you have to create a variable then by going to wall, then ask number, you make the program to ask you enter a number.

```
function #0 main ()  
  Let create a variable and assign the Invalid value  
  (code of the step)  
  var x := wall → ask number("")
```

Now we need to check if this is an invalid value, so we need to use the function is invalid. This returns true or false. It will return true if the variable is invalid and false otherwise. We need to create another variable to store the Boolean value (True/False). To do this create a variable then in the keypad click the variable name of the previous variable you created. For example if you have named the x, then the x should appear on the keypad. Now click x then click is invalid.

```
(code of the step)  
var p := x → is invalid
```

Now we need to print this. To do this click the name of the variable in the keypad, then click post to wall or you could type it in the search box in the left corner of the screen.

```
(code of the step)  
p → post to wall
```

Now run the program by clicking the play button. In the textbook don't enter anything and press ok. If the program displays true then it's working.



The screenshot shows a code editor on the left and a console on the right. The code in the editor is:

```
function main ()  
  var x := wall → ask number("")  
  var p := x → is invalid  
  p → post to wall  
end function
```

The console on the right shows the output "true" above a text input field containing the placeholder text "enter a decimal number".

Now run the program again, this time enter a value the result should be false.



The screenshot shows the same code editor as above. The console on the right shows the output "false" above a text input field containing the value "5".