

Lesson 19: Bugs and Features

Overview

Question of the Day: How can we create a plan to address bugs and features in our prototype?

In this lesson, you will use feedback from the previous lesson to address the needs of users as well as any bugs that you need to fix.

Vocabulary

- **Bug** - Part of a program that does not work correctly.
- **Feature** - Part of a program that adds functionality for the user

Resources

- **Bugs and Features** - Activity Guide [▼ Make a Copy](#)

Levels

This lesson contains no levels.