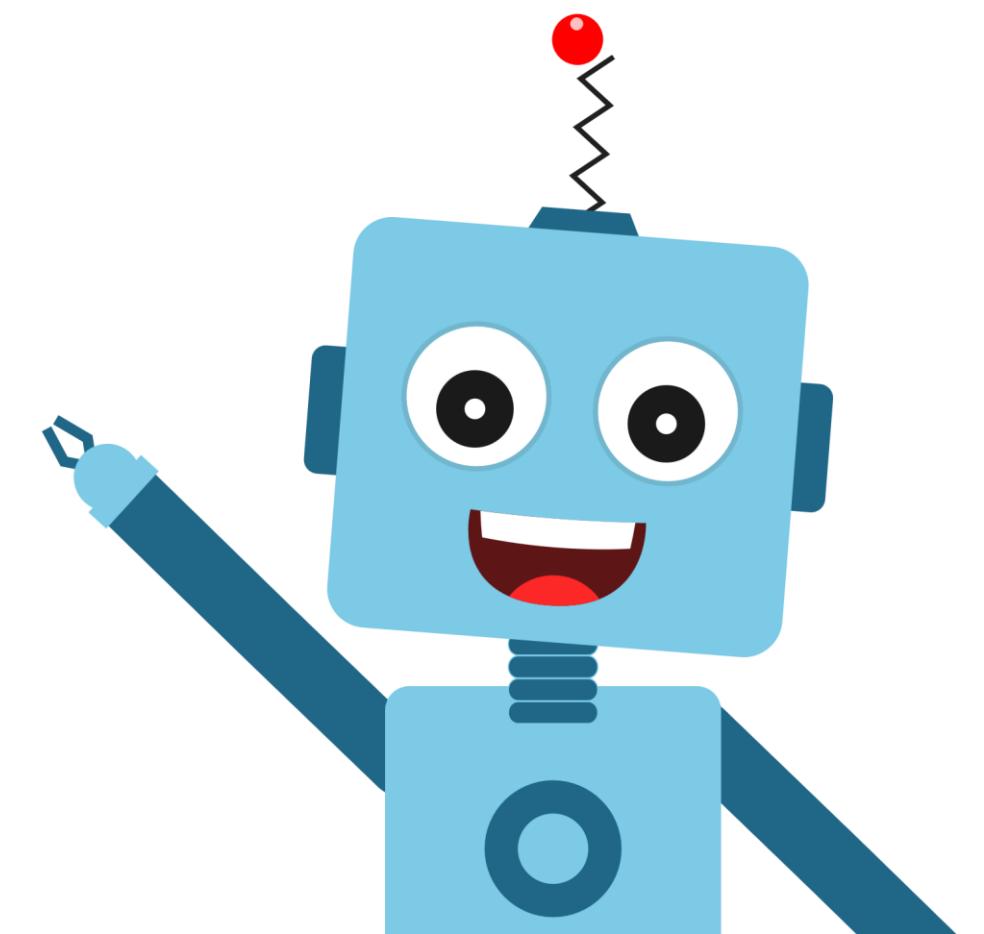


Working with Conditions

Session 4



What is Condition?

- Life is full of conditions: A conditional statement is represented in the form of “if...then” and “if...then...else”.
- These statements **allow the program to check the conditions by testing a variable** against a value and act accordingly.
- A program that has **conditional statements** is called a **Conditional Program**, and the process is known as Conditional Programming.

if () then Block:

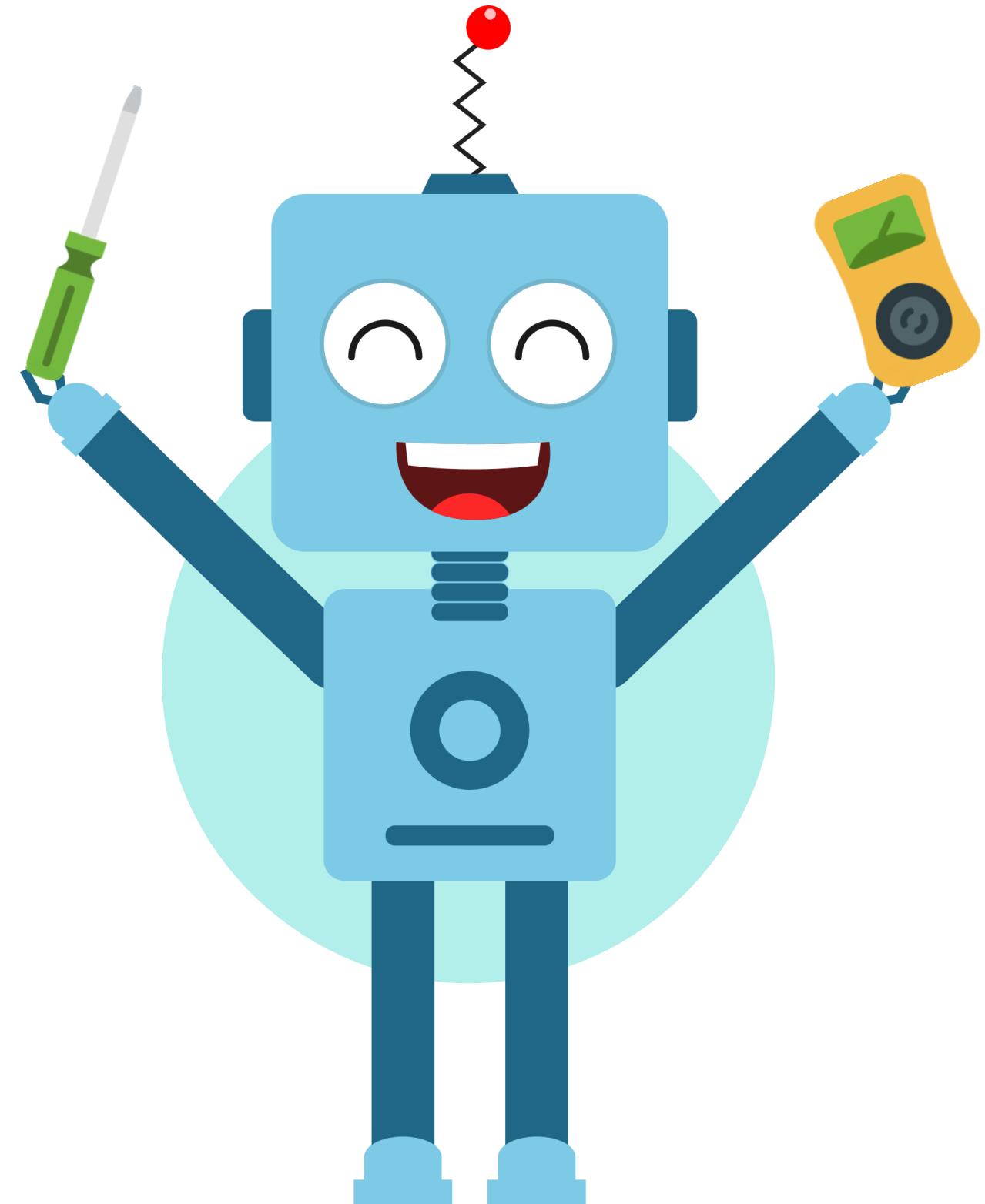
The **if () then** block will check whether the specified condition is true or not.

- If it is **true**, the blocks inside it will run, and then the script involved will continue.
- If the condition is **false**, the code inside the block will be ignored and the script will move on. The condition is checked only once.

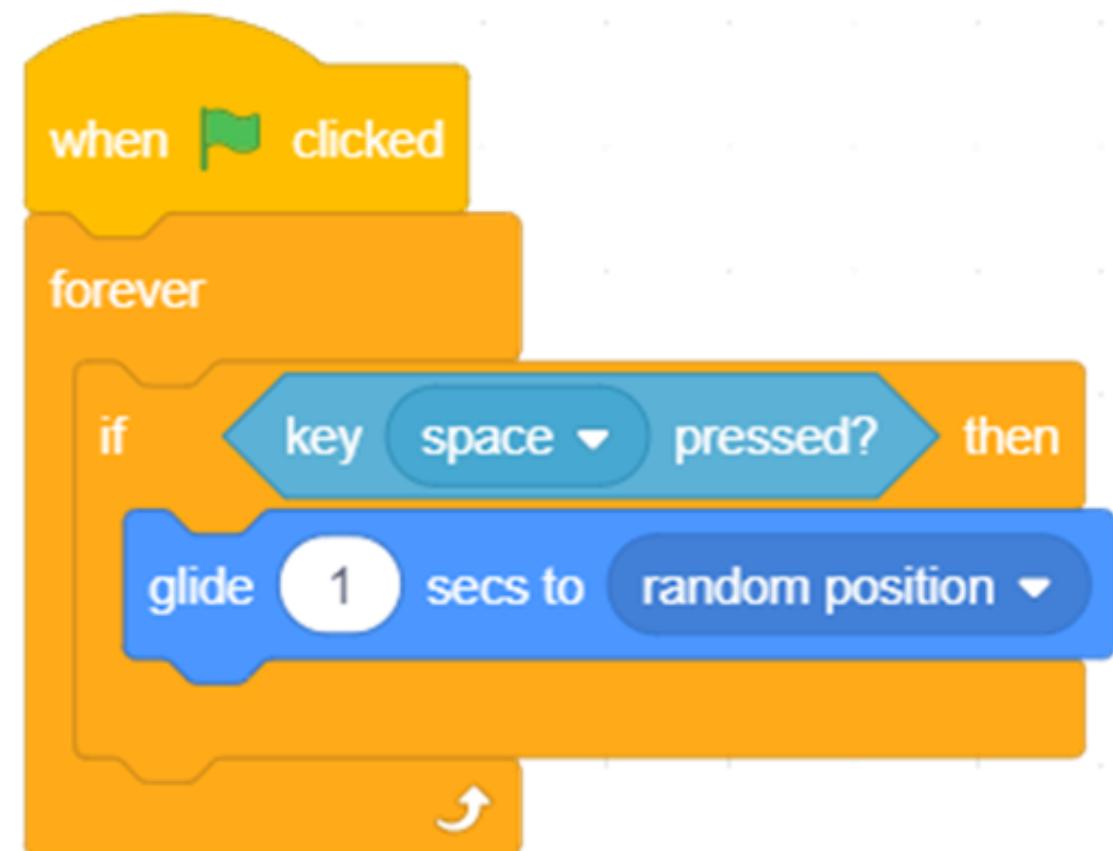


If () Then Block

- We're going to make a script that will make **Tobi glide to a random position on the Stage whenever we press the space key.**



- Add an **if () then** block.
- Place a **key () pressed?** block in the space of the if block
- Place **glide to () seconds** blocks under the if arm.
- Place a **forever** block around the **if () then** block.
- Add a **when flag clicked** block above to complete the script



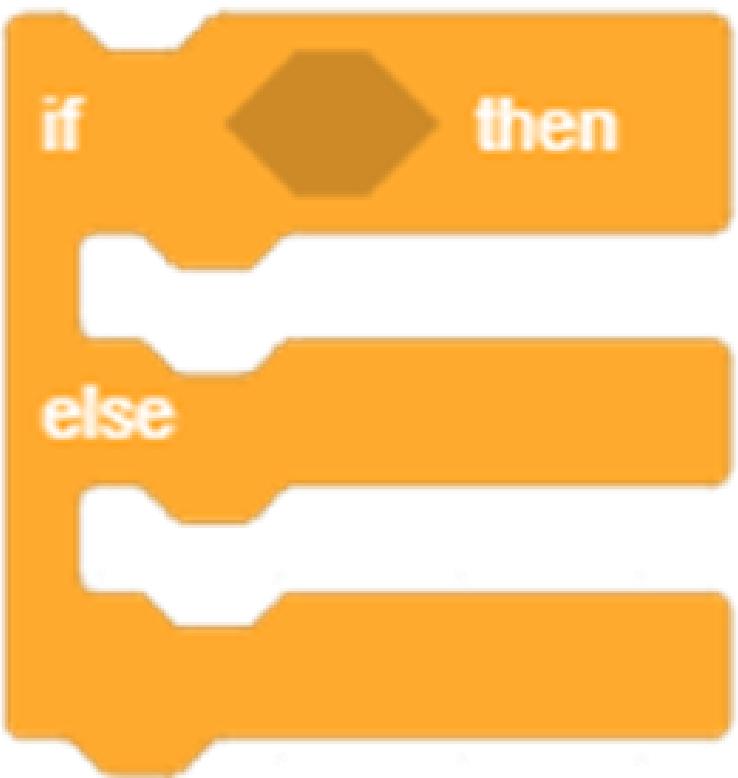
Final Output

- Click the flag when done and press the space key.



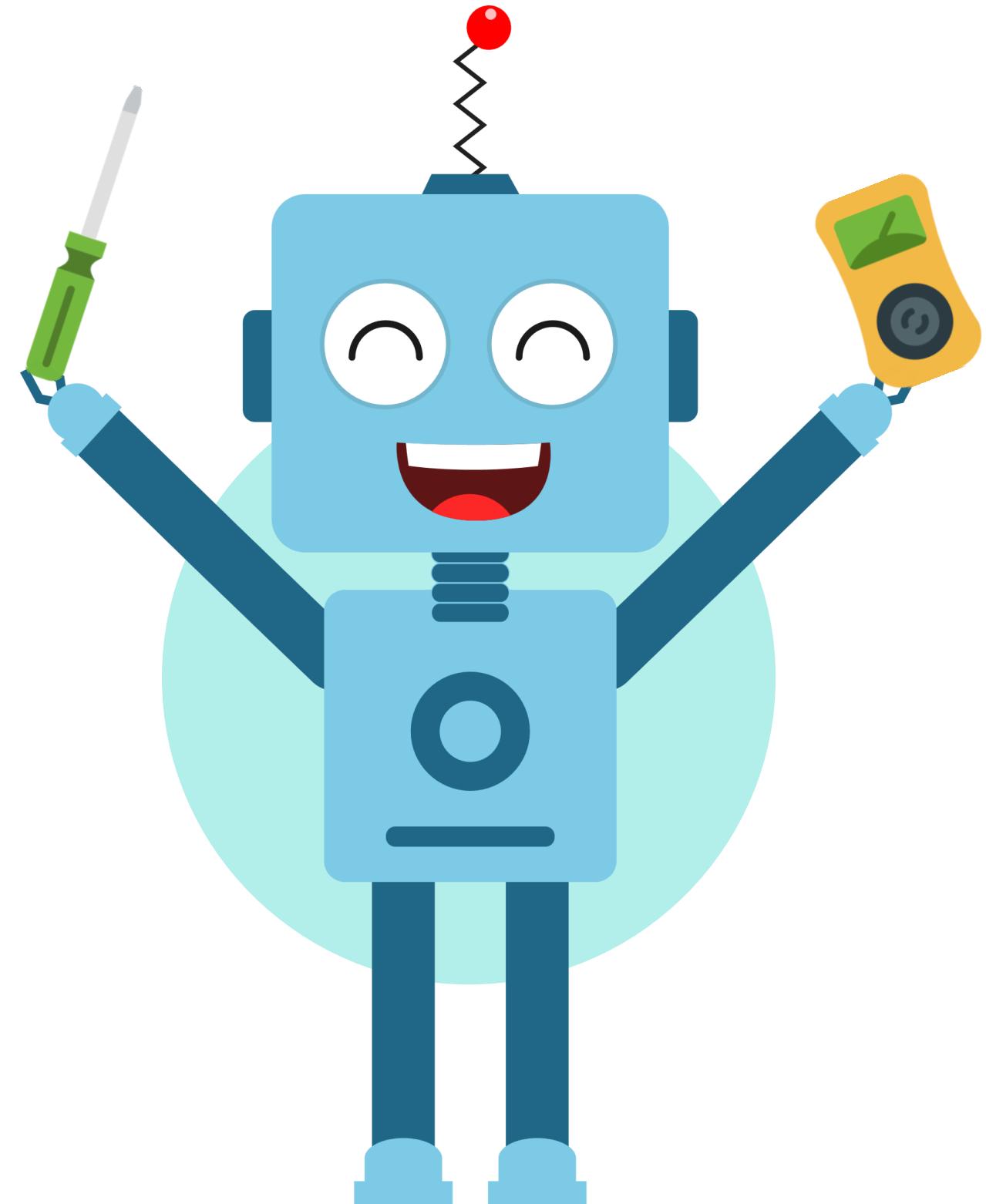
If () then Else Block

- The **if () then else** block will check whether the specified condition is **true** or **not**.
- If the condition is **true**, the code held inside the first C (below the if arm) will run. Then, the script will continue.
- If the condition is **false**, the code inside the second C (below the else arm) will run. (unlike the if () then block).

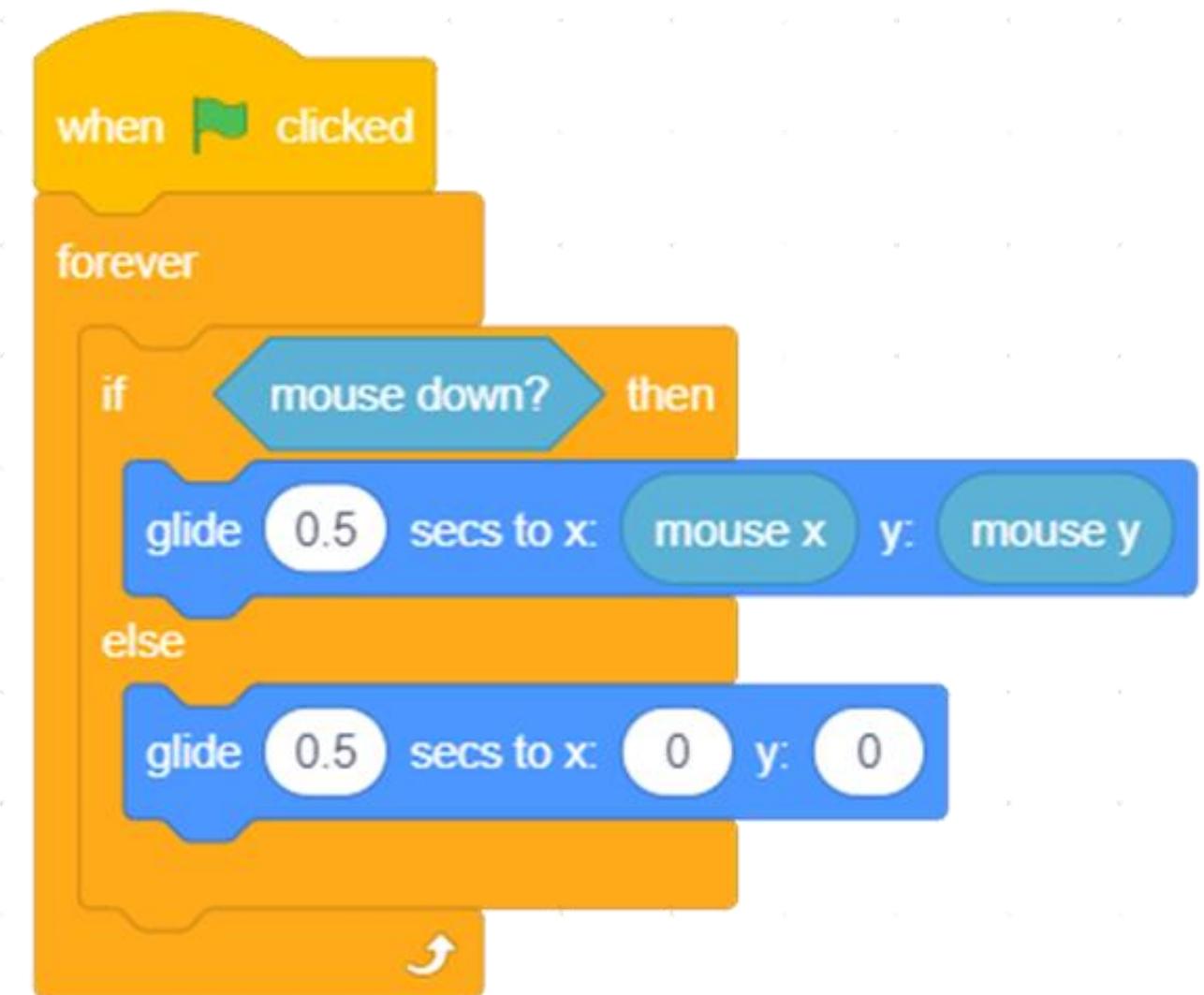


If () then Else Block

- We're going to make a script that will make **Tobi** move towards the mouse cursor whenever we click it.
- When we're not clicking it, he should go back to his default position in the center.



- Add an **if-else** block and place a **mouse-down?** block in the space of the if arm.
- If it is true, Tobi should glide towards the mouse. Therefore, add a **glide () secs to x: () y: ()** block and place mouse x and mouse y in their respective white spaces.
- If the condition is false, it will stay at the center. Thus, place another **glide () secs to x: () y: ()** block and write set x and y value to 0.
- Add a **forever** block to run the script continuously.
- Add a **when flag clicked** block to run the script.



Final Output

- Click the **flag when** done and press the mouse.



