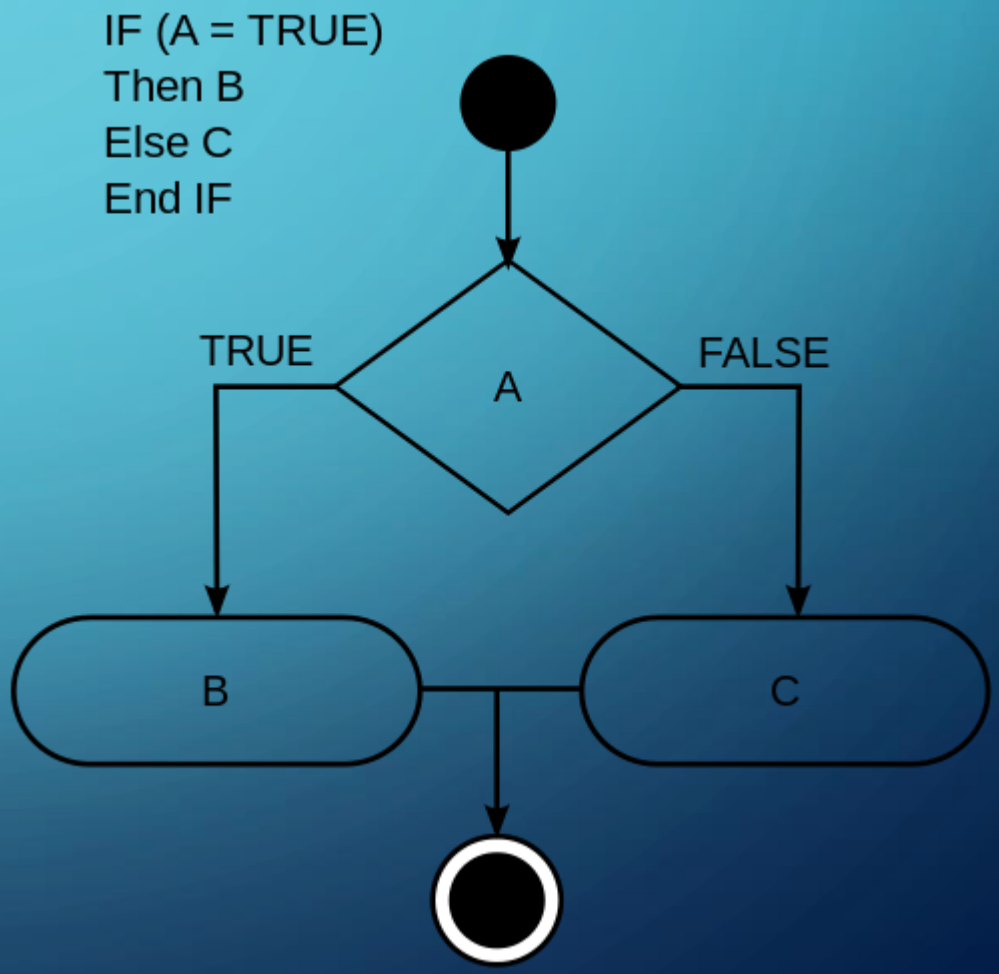
05. CONDITIONAL STATEMENTS

M1U1P5 COMPUTER SCIENCE

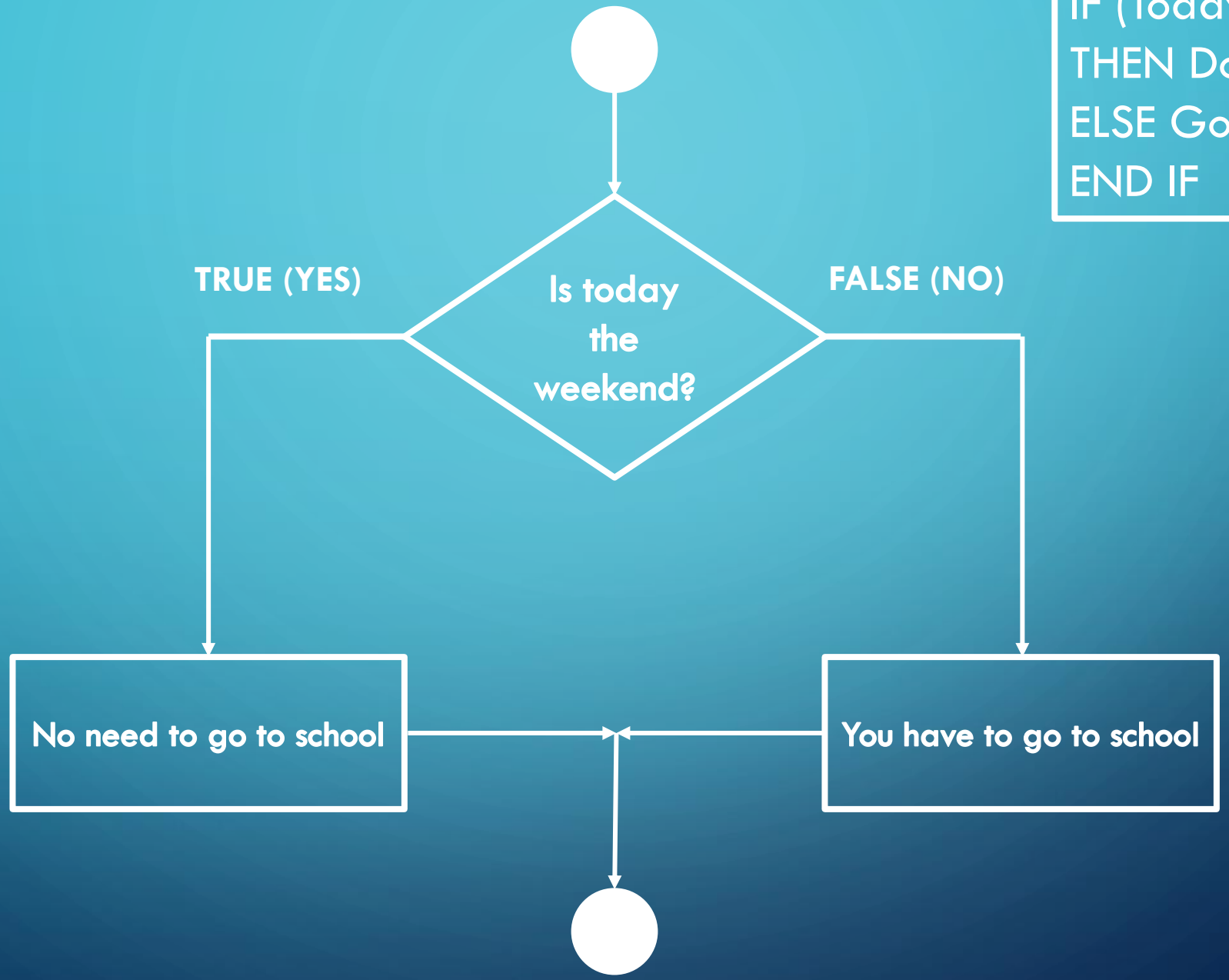
WHAT ARE CONDITIONAL STATEMENTS?

CONDITIONAL STATEMENTS

- A conditional statement is a feature of a programming language, which performs different actions depending on whether the specified condition is true or false

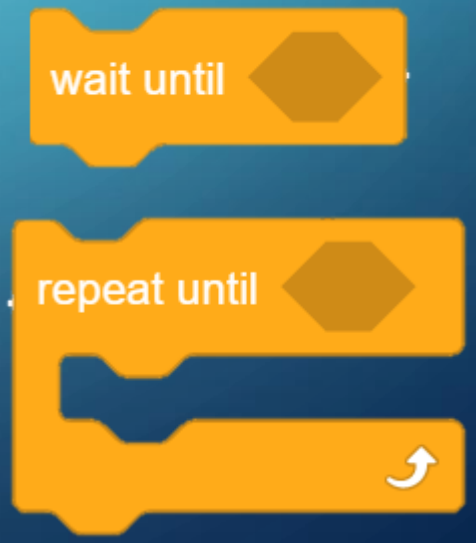


IF (Today is weekend)
THEN Don't go to school
ELSE Go to school
END IF



CONDITIONS

- These blocks are used for conditions

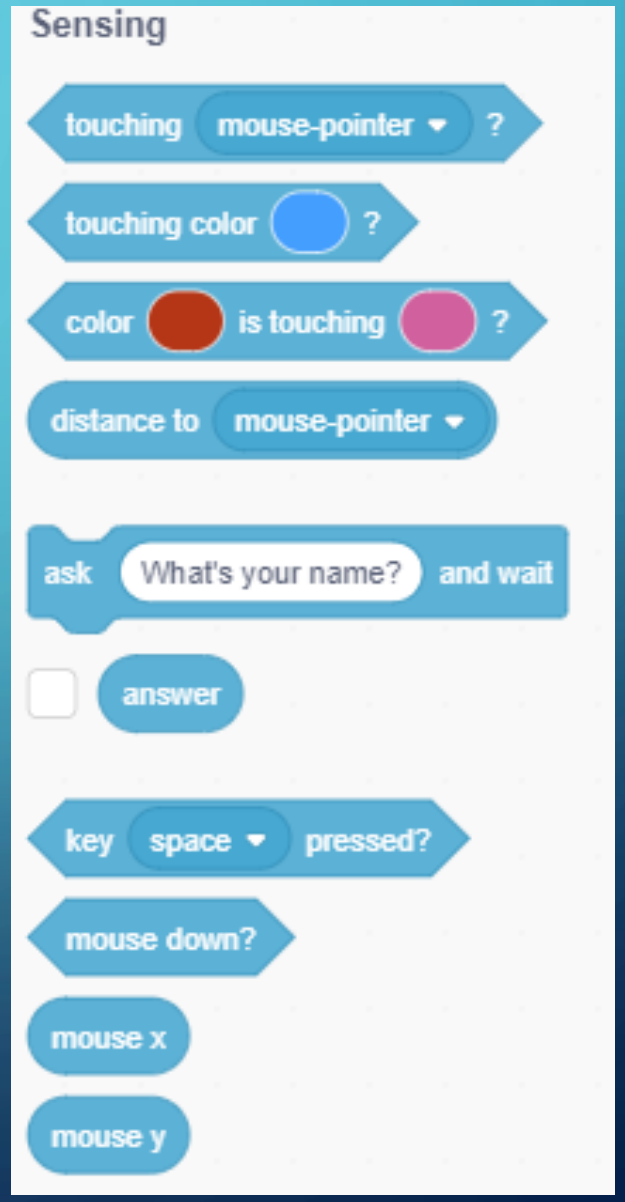


IF STATEMENTS

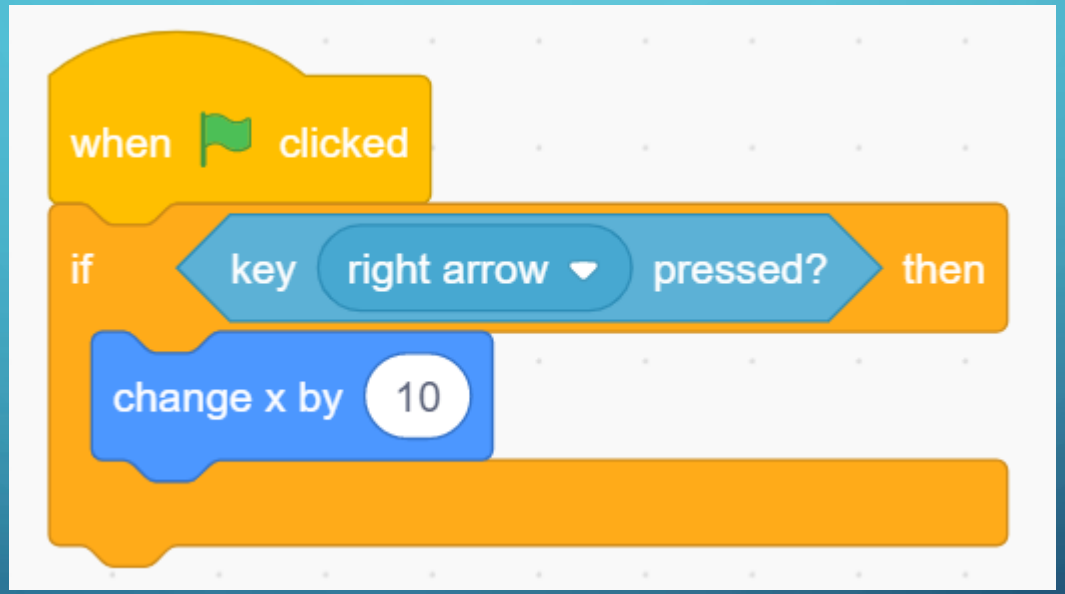
- **If statements** are used to check IF a condition is true or not, if it is true then we will do an action

SENSING CATEGORY

- Sensing category has blocks that detect things
- We use sensing category with conditional statements
- They are represented by a blue color
- There are 21 sensing blocks

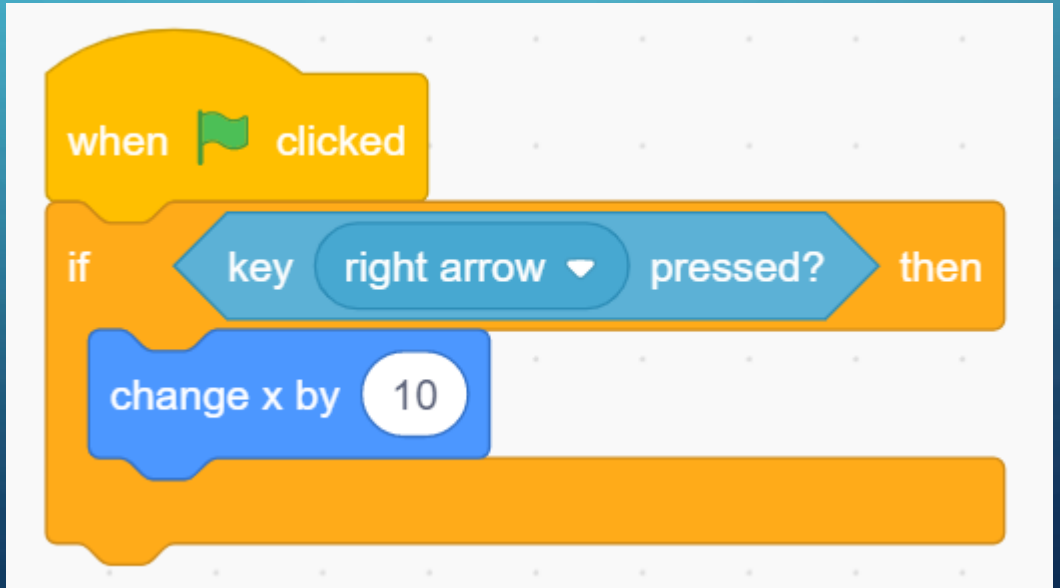


TASK 1: MAKE THE CHARACTER MOVE TO THE RIGHT



TASK 1: MAKE THE CHARACTER MOVE TO THE RIGHT

DOES IT WORK?

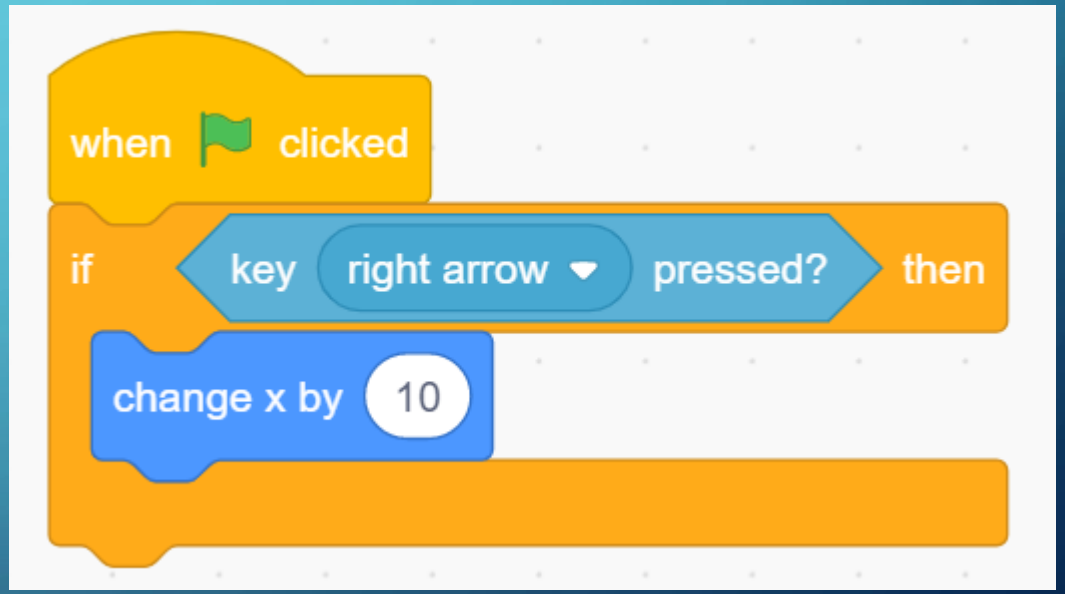


TASK 1: MAKE THE CHARACTER MOVE TO THE RIGHT

NOT REALLY

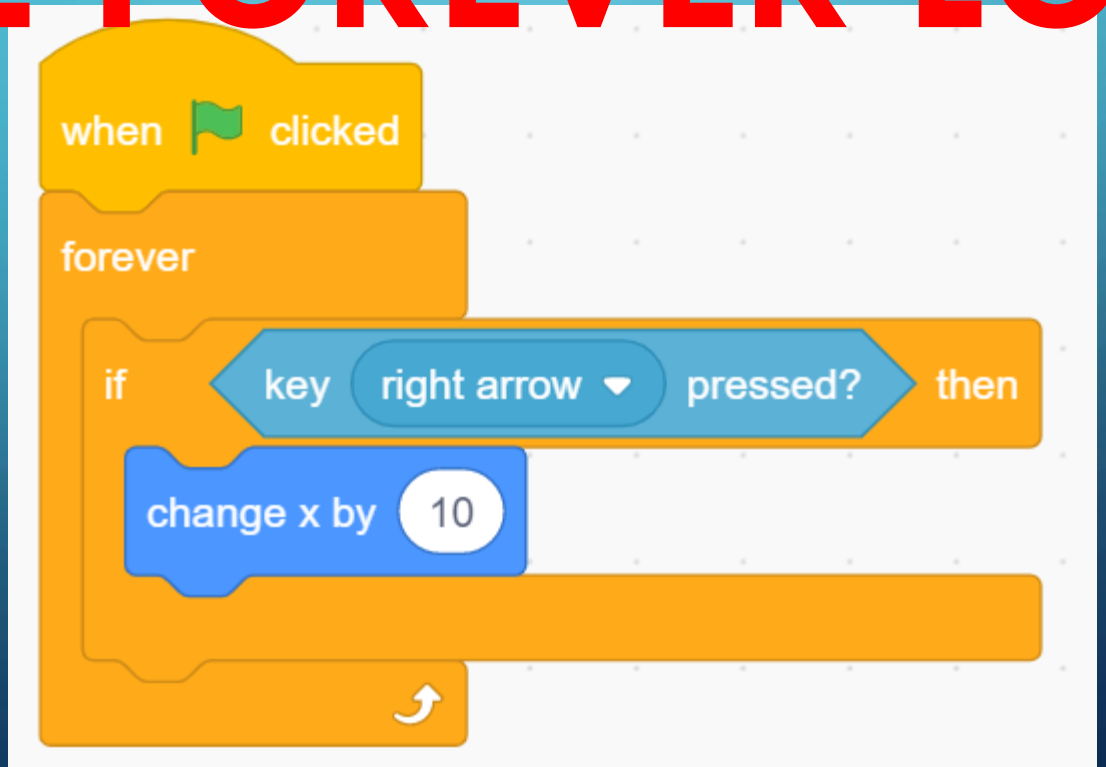
TASK 1: MAKE THE CHARACTER MOVE TO THE RIGHT

- As soon as the script activates, the conditional statement will check the condition, if it is not True at that moment it will skip it
- We have to make it check all the time
- **HOW CAN WE DO THAT?**

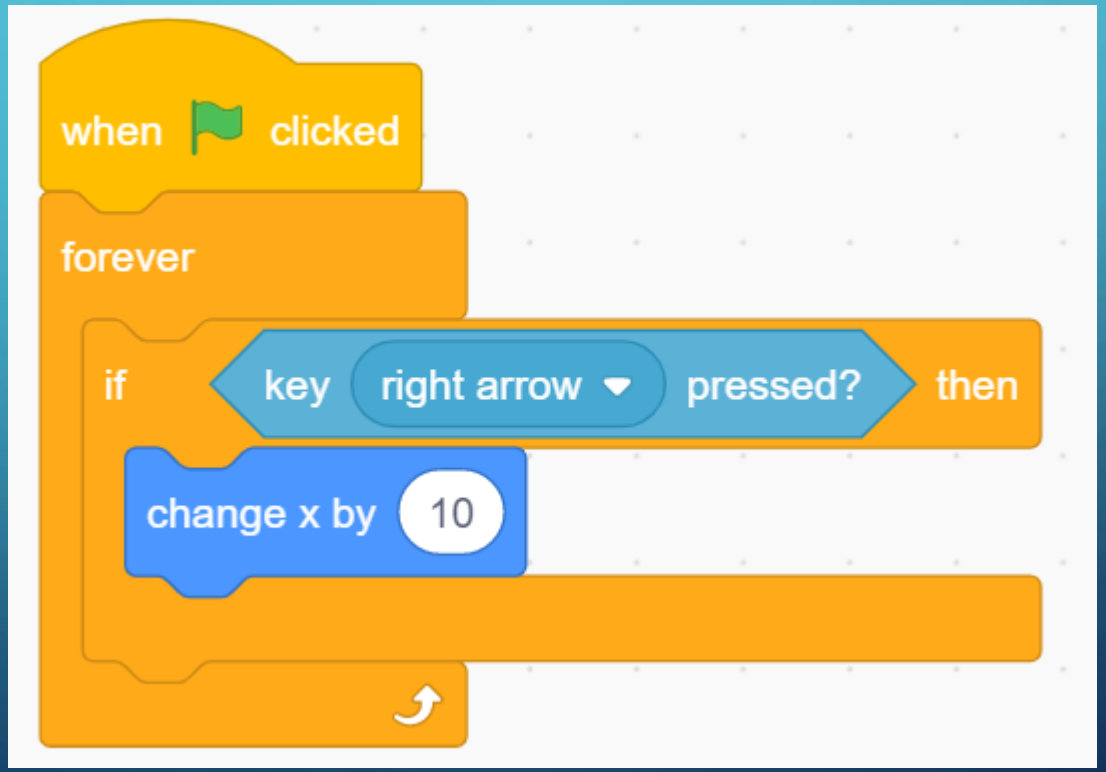


TASK 1: MAKE THE CHARACTER MOVE TO THE RIGHT

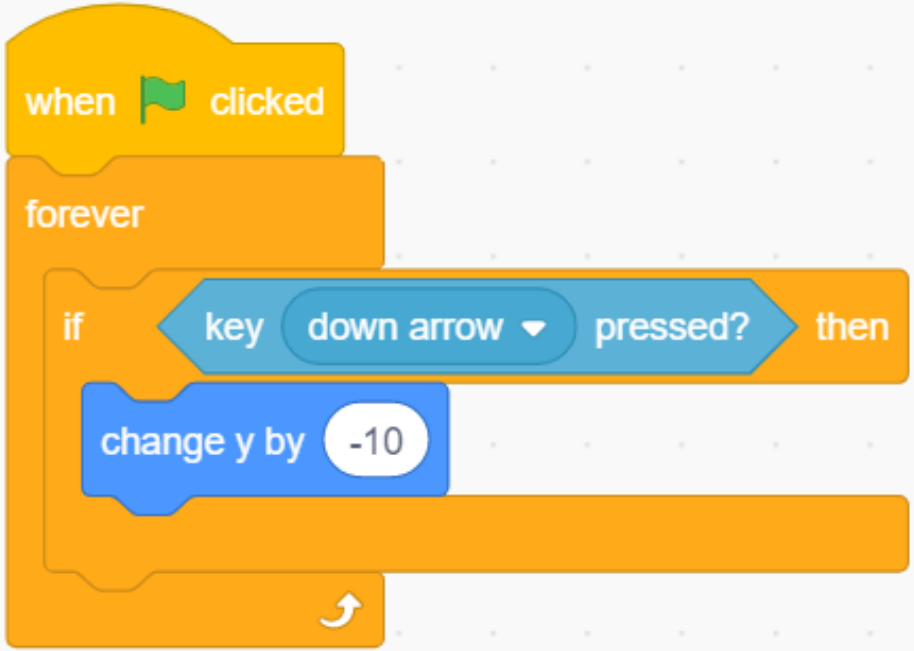
USE FOREVER LOOP



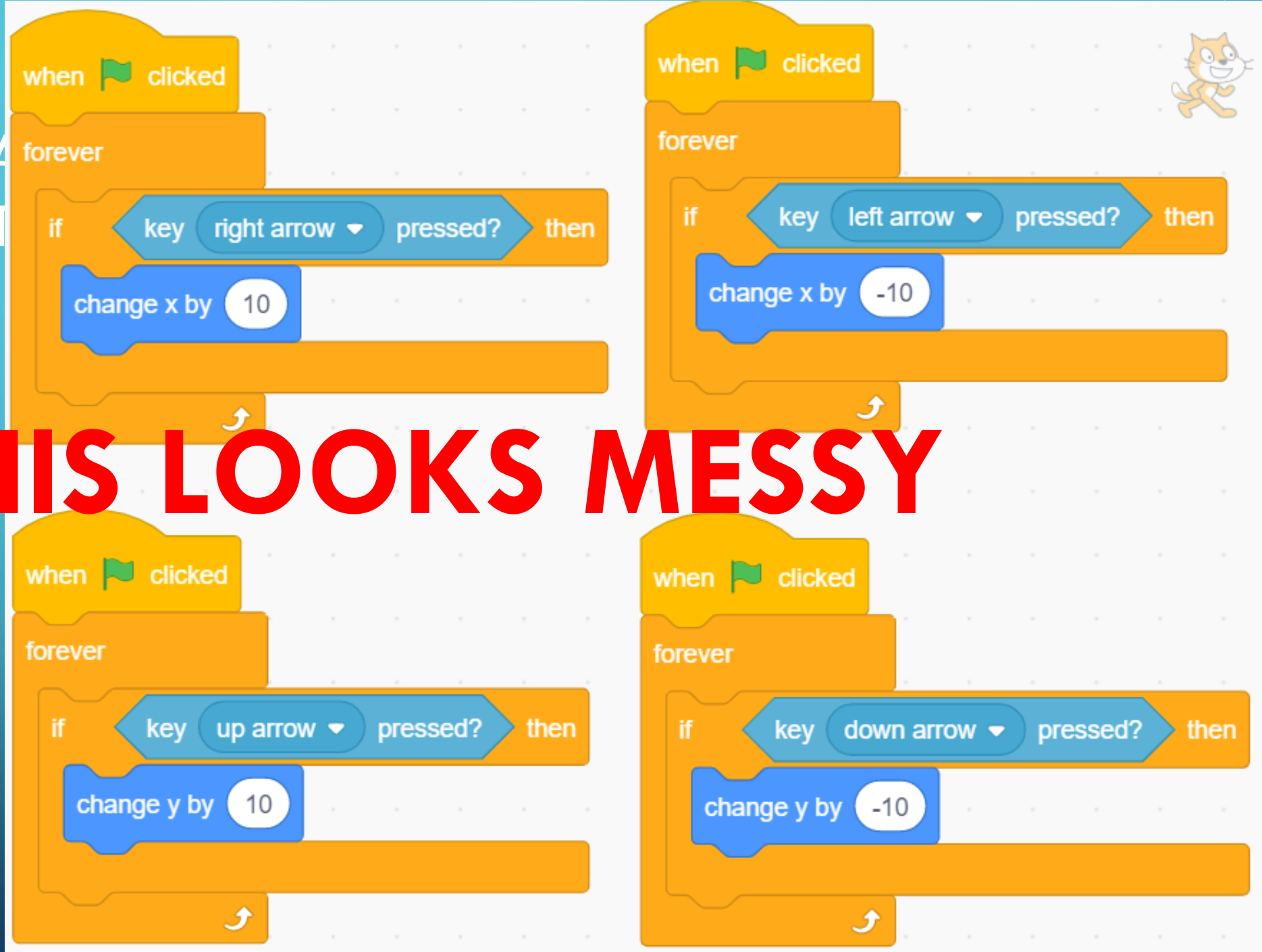
TASK 2: MAKE THE CHARACTER MOVE UP, DOWN, LEFT, RIGHT BY USING CONDITIONAL STATEMENT



TASK 2: LEFT, RIG



TASK 2: MA
LEFT, RIGHT



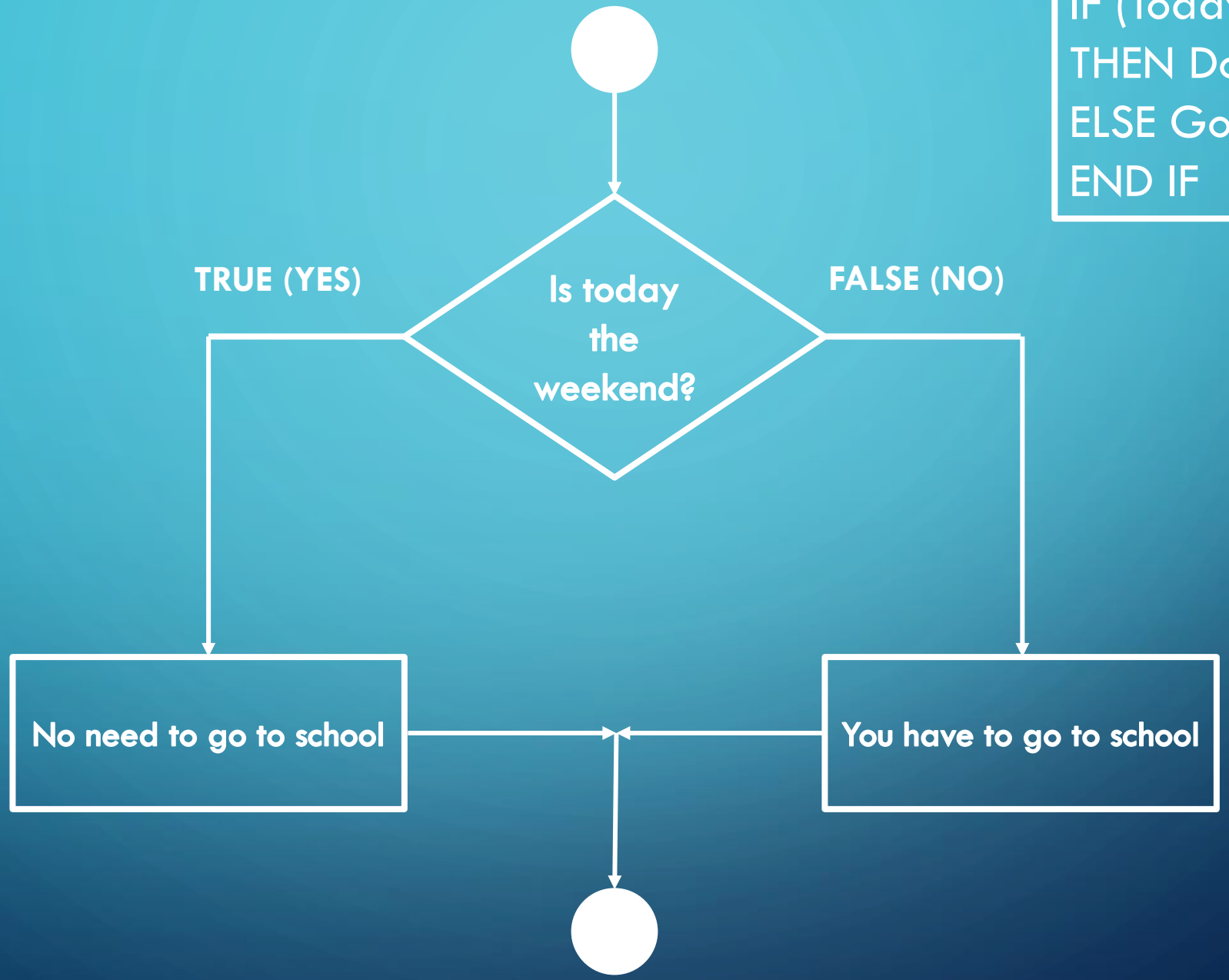
TASK 2: MAKE THE CHA… …N, LEFT, RIGHT BY USING C… …T

COMBINE EVERYTHING TOGETHER

IF-ELSE STATEMENTS

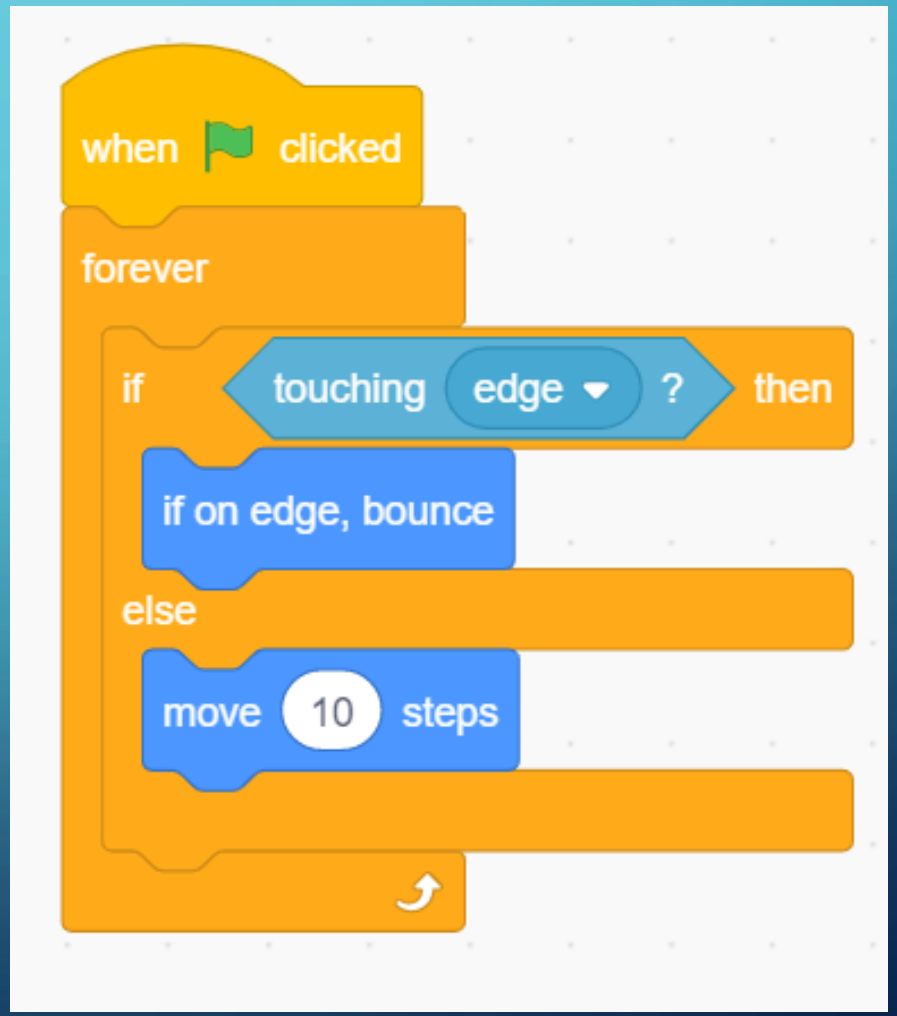
- **IF-ELSE statements** are used to check IF a condition is true or not, if it is true then we will do an action and if it is FALSE it will do something else

IF (Today is weekend)
THEN Don't go to school
ELSE Go to school
END IF

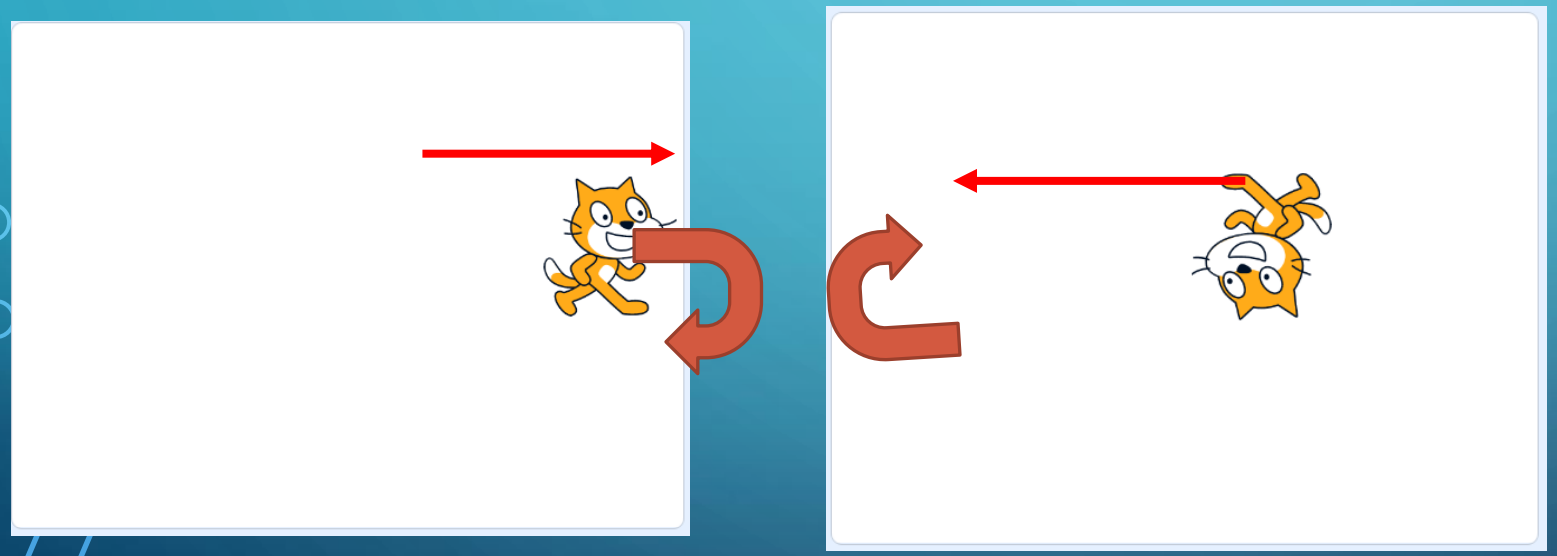


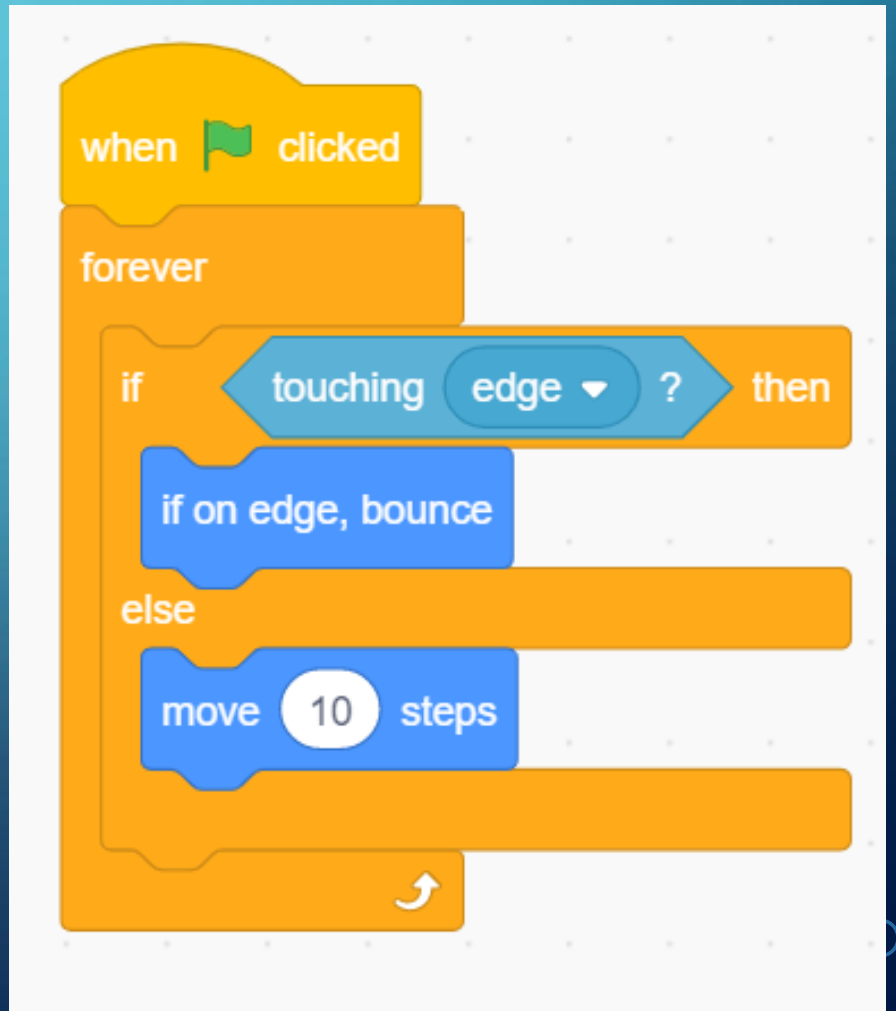
TASK 3: BOUNCING ON FROM THE EDGE

DO NOT DELETE THE CODE FROM BEFORE



TASK 3: BOUNCING ON FROM THE EDGE

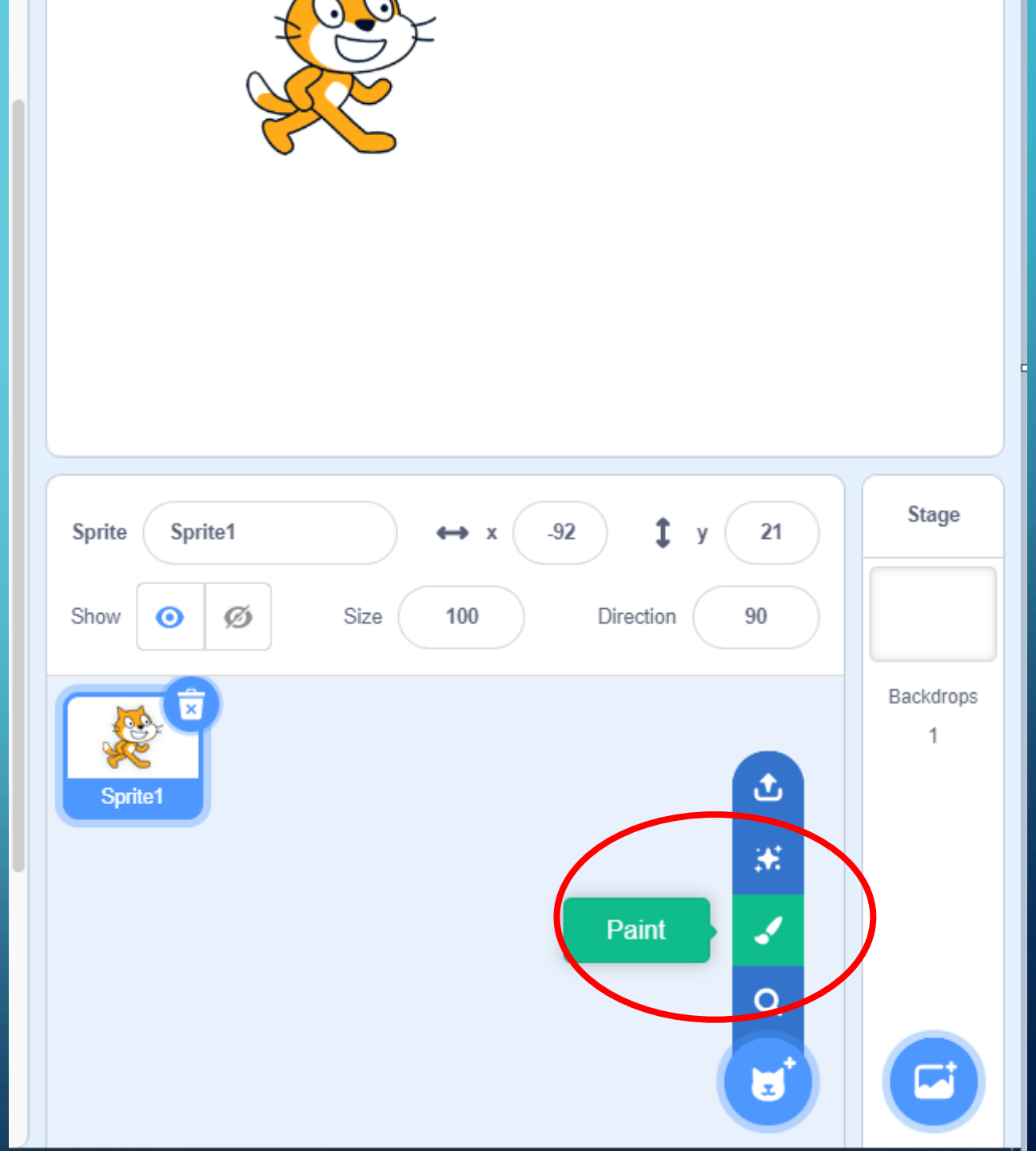


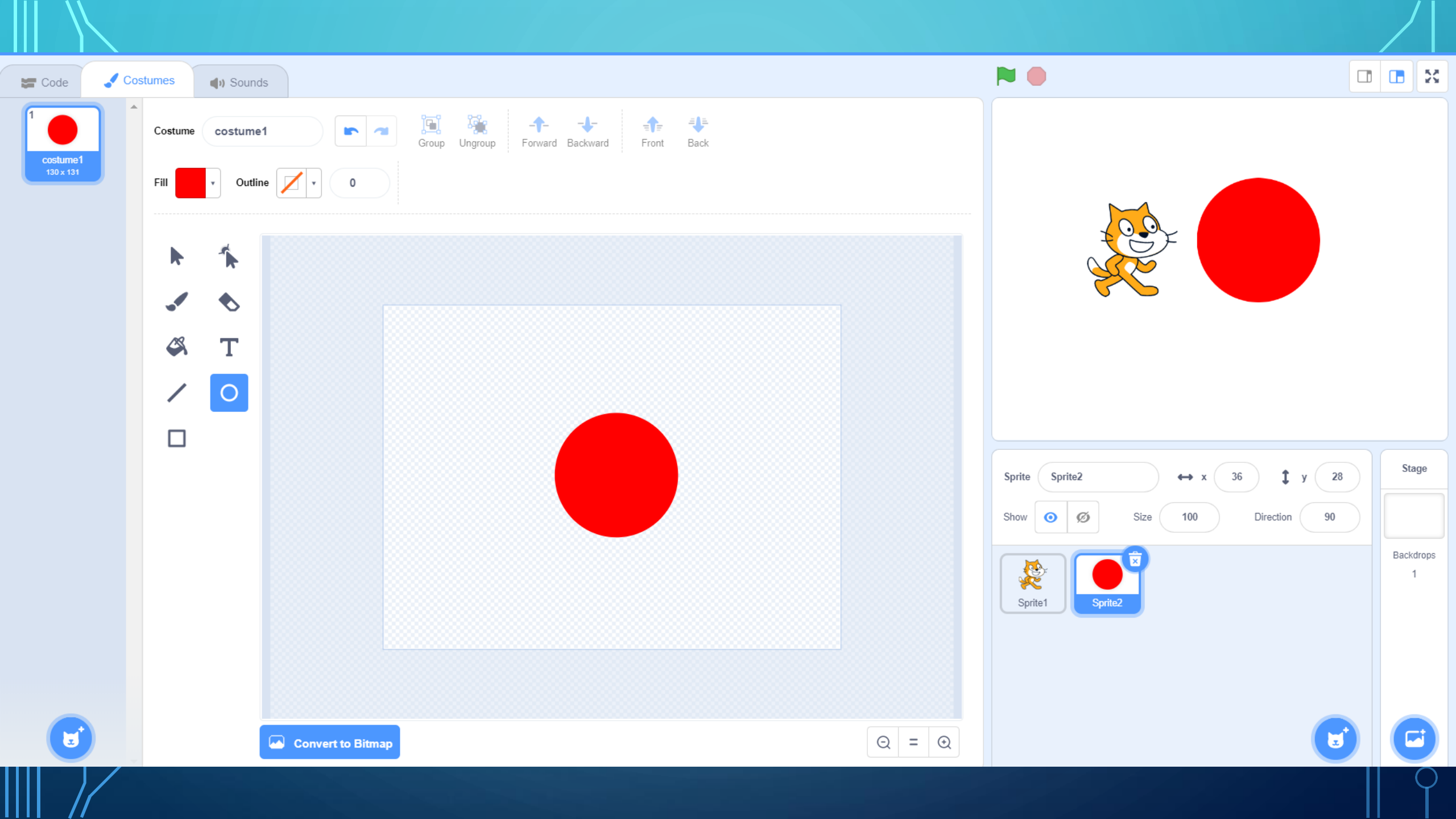


TASK 4: RED MAKES ME BIGGER

- Create a RED circle in the game
- Make the following code
  - IF the cat touches RED color,
    it will increase the size by 10
  - ELSE it will decrease the size by 10

TO MAKE A CIRCLE PRESS HERE




Code
Costumes
Sounds
1
costume1
130 x 131
Costume
costume1
Group
Ungroup
Forward
Backward
Front
Back
Fill
Outline
0
Convert to Bitmap
Sprite
Sprite2
x
36
y
28
Show
Size
100
Direction
90
Stage
Backdrops
1
Sprite1
Sprite2

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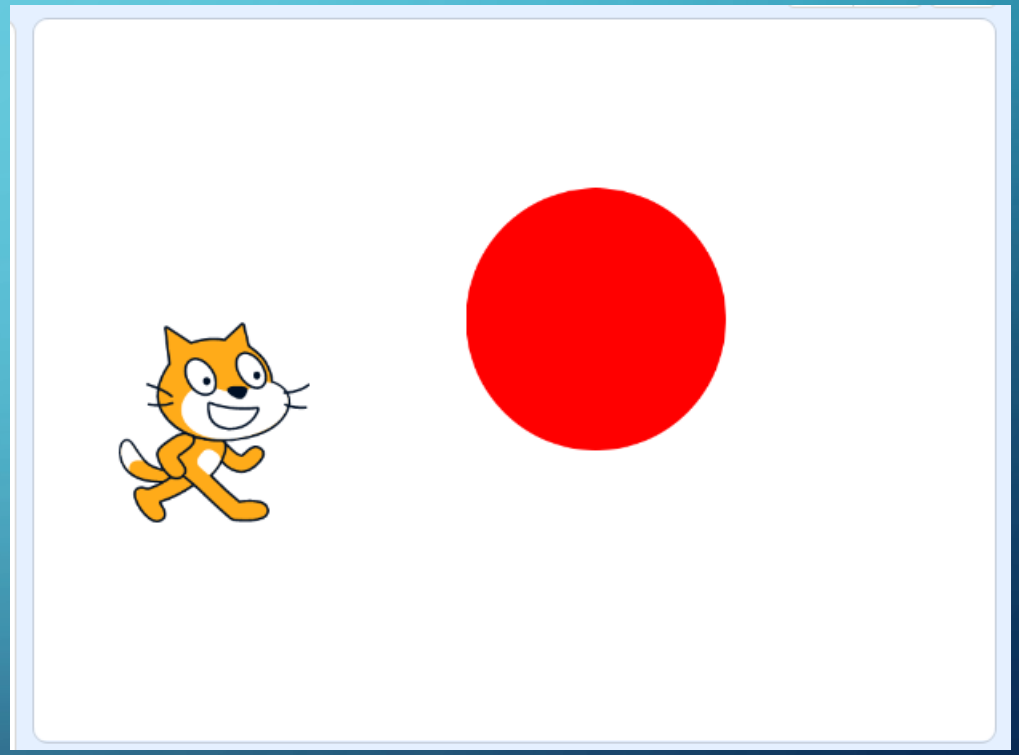

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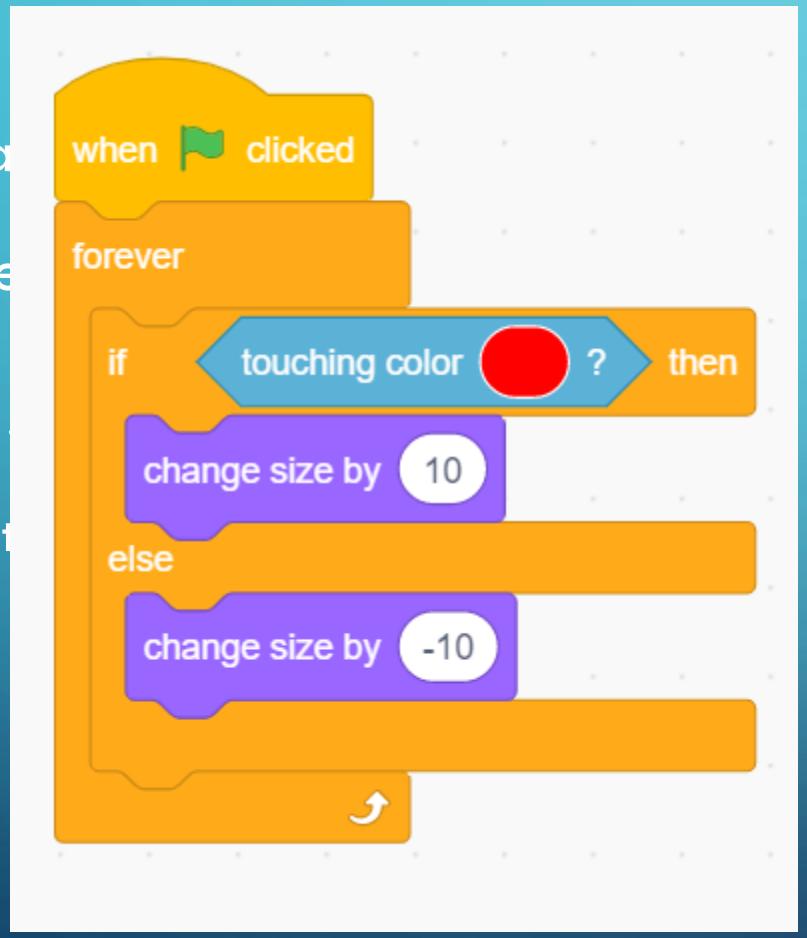

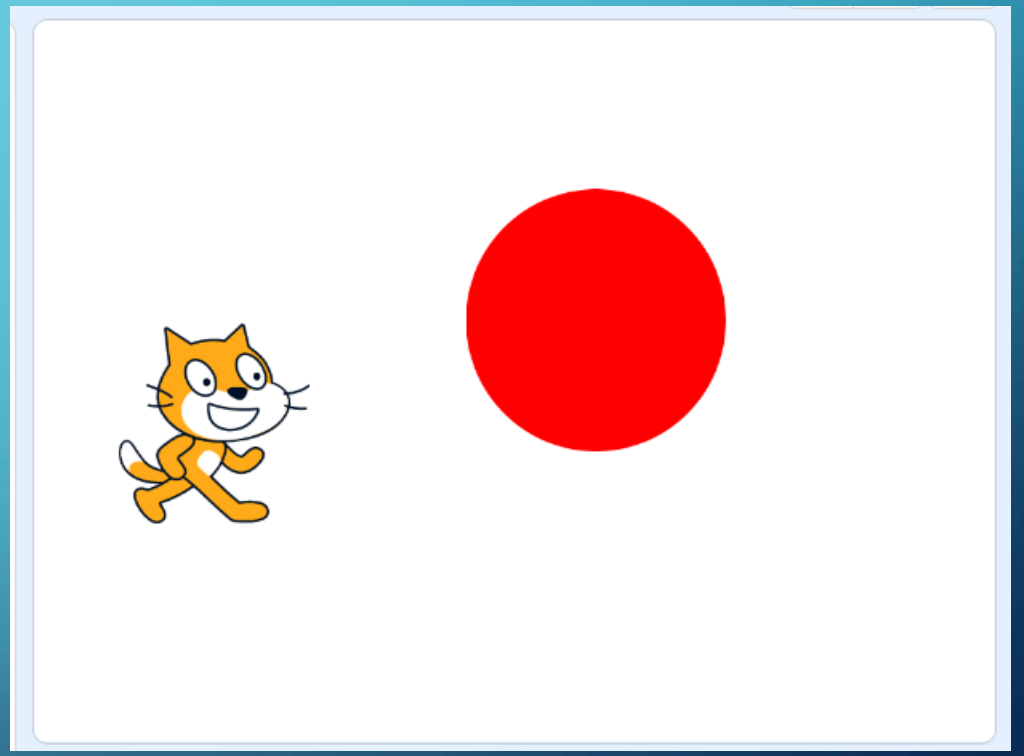

ANY QUESTIONS?

THE END