## SPECIFIC PROGRAMMING CONCEPTS

## Threads when 风 clicked Iteration (Looping) **Conditional Statements** Variables change example\_variable by 1 example\_variable set example\_variable v to 0 hide variable example\_variable = show variable example\_variable = **Event Handling** when space▼ key pressed Boolean Logic and or not Relational Operator Coordination and Synchronization when I receive when Sprite 1 clicked