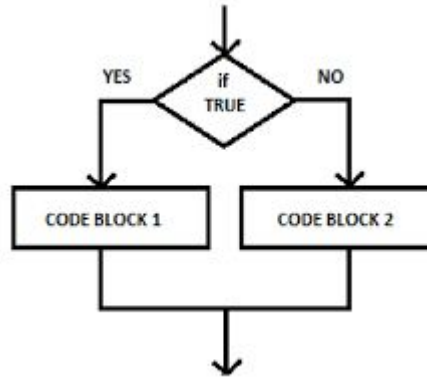




Lesson 13 – Control Blocks





What will we Learn

So far, what we have done can be called **Straight Line Coding** in which a few blocks are stacked, as per a simple sequence one below the other & nothing beyond that.

However, coding goes far beyond. It needs to:

- Evaluate conditions.
- Take decisions.
- Repeat select lines of code.
- Control clones.
- Give a pause.
- Stop operations.

These operations are carried out by **Control Blocks**.



In this lesson we shall get an overview of these blocks.

Thereafter, in the four lessons ahead, we will learn **how control blocks are used to control actions of a sprite on a stage, in accordance with our story line.**





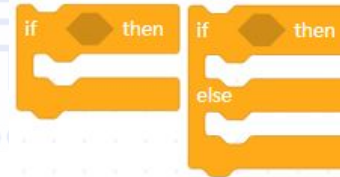
Depending on the prime action they perform, **control blocks** are divided into five categories:

1. Decision Makers

We have two of them.

They do two things:

- Evaluate Conditions.
- Take decisions based on result of evaluation.





2. Repeaters or Loopers

We have three of them.

They repeat, or loop a block of code for:

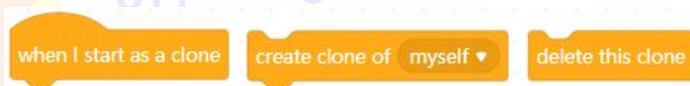
- Specified number of times.
- Until a condition fails.
- Forever.





3. Clone Controllers

We have three of them.



They control Operations of a Clone of a sprite





4. Code Pausers

We have two of them.

They pause a code for:

- Specified duration.
- Until specified condition fails.





5. Code Stoppers

We have just one.



It stop running of as specified.

We shall go into the details of their use in lessons ahead.





End of Lesson 13



Code Karega India Badhega