CONDITIONAL (TYPE 0 AND TYPE 1)

JULIAN DAVID FIERRO CASANOVA

ANYI ZUJEY GOMEZ CASANOVA

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# **Part 1: Understanding Conditionals**

Conditional Type 0: Used to describe general truths or scientific facts, often related to programming logic or systems behavior.

Structure:

If + Present Simple, Present Simple

Example: If you call a function, it executes.

Conditional Type 1: Used to describe real and possible situations in the future, often related to user interactions or system responses.

Structure:

If + Present Simple, will + Verb (base form)

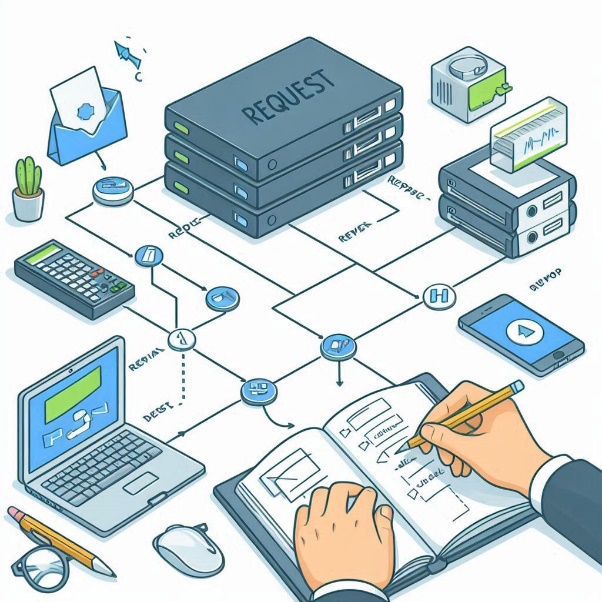
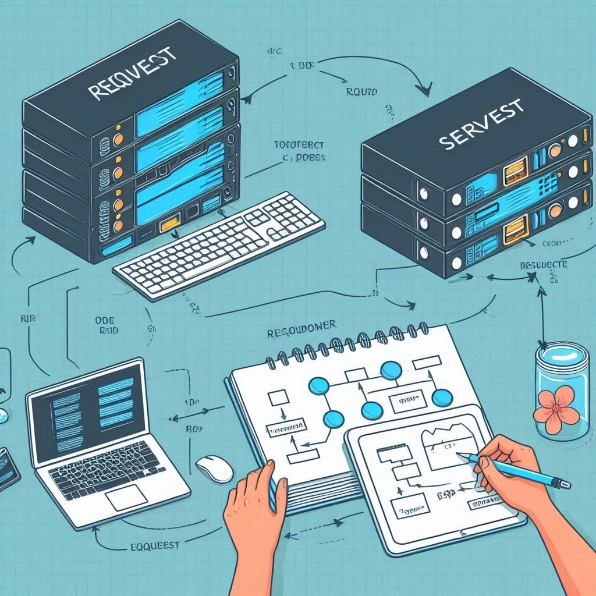
Example: If the user clicks the button, the system will save the data.

# **Part 2: Drawing Conditionals**

Exercise 1: Draw Conditional Type 0

Statement: If the server receives a request, it responds.

Drawing: Draw a diagram showing a server receiving a request and sending a response.



Explanation: This demonstrates a general truth about server behavior.

Statement: If the system boots, it initializes the database.

Drawing: Draw a picture of a system booting up and initializing a database.



Explanation: This illustrates a common behavior during system startup.

# **Exercise 2: Draw Conditional Type 1**

Statement: If the user enters valid credentials, the application will grant access.

Drawing: Draw a picture of a user entering credentials and gaining access to an application.

Explanation: This shows a possible future event depending on user input.