# Definitions

Events: ways to indicate the start of your code

when 🚩 clicked

Operators: These are "Boolean" expressions. They are logical statements that can be True or False. For example, "Are you 12 years old?" could be written with the operator: Age=12? The answer could take on the values yes (true) or no (false).
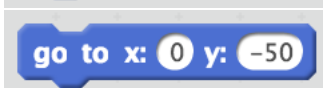
☐ = ☐

Controls: perform different computations or actions depending on whether a specified boolean **operator** is true or false
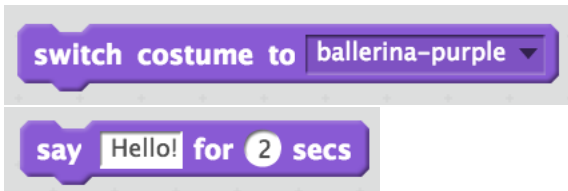
if ⬡ then
else

if ⬡ then
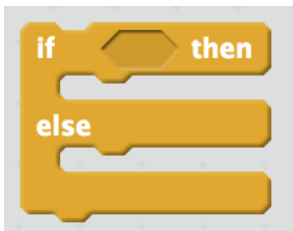
Sensing: ways to get receive input, and store in the variable "answer"

ask Do you like the color of my costume? and wait

answer

Motions: actions that your sprite can do

turn ↻ 15 degrees

go to x: 0 y: -50

move 10 steps

Looks: actions that your sprite can do

```
switch costume to ballerina-purple ▼
```

```
say Hello! for 2 secs
```

Choreograph with Code

Write a code that WHEN the sprite (i.e. character, ballerina) is clicked,

(use an item from the **Events** tab)

the sprite will ASK "Do you like the color of my costume? (yes/no)"

(use an item from the **Sensing** tab)

Then, take the user's ANSWER

(use an item from the **Sensing** tab)

And depending on what the response is,

(use an item from the **Operators** tab)

Change the color of her costume based on the response
(use items from the **Controls** tab)
(use an item from the **Looks** tab)

Make your code ROBUST enough to deal with responses that are not yes, no, or the accepted costume color.

Find a Girls Who Code (GWC) club for the 2018-2019 School Year
- GWC across the nation: https://girlswhocode.com/locations/
- GWC by University of Michigan Women in Science and Engineering: Email Jamie Saville at jsaville@umich.edu (middle and high school students)
- GWC at University of Michigan Department of Computational Medicine and Bioinformatics: http://umich.edu/~girlswc/ (high school students only)