



**CHIANG MAI UNIVERSITY**  
**College of Arts, Media and Technology**  
**1<sup>st</sup> Semester / Academic Year 2025**  
**960101 Fundamental of Programming Logic in Digital Industry**

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**Lab Assignment 05 : If-nested Statement**

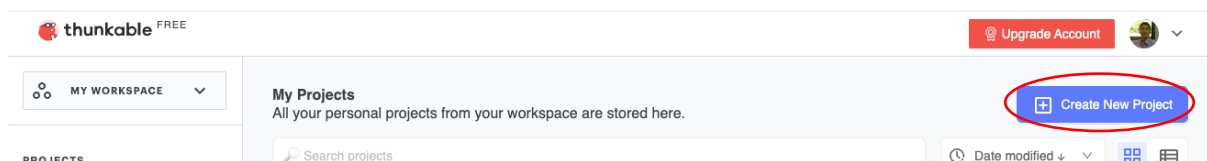
Name .....กัณฑ์กร วารีสอาด..... Student ID .....Section.....1.....

**Objectives:**

- 1) Students understand the logic of nested selection programming.
- 2) Students can do the nested if-condition with and/or logic problem sets.

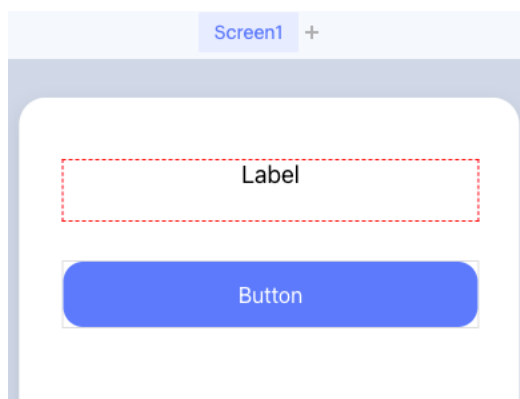
**Get Start**

1. Go to <https://thunkable.com/> and login.
2. From “**My Project**” page, Click on “**Create New Project**” button. Once the window pop up, input new project name as “**Lab05**” and select category of project as “**Education**”.



**Example 1: Nested-If**

1. In the “**Design**” view, create a label and a button on the app interface.

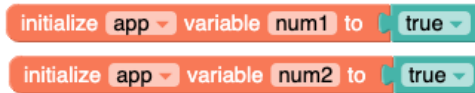


2. In the “**Blocks**” view,
  - 2.1 Click on **Variables** tab and drag two following blocks into the block design console.

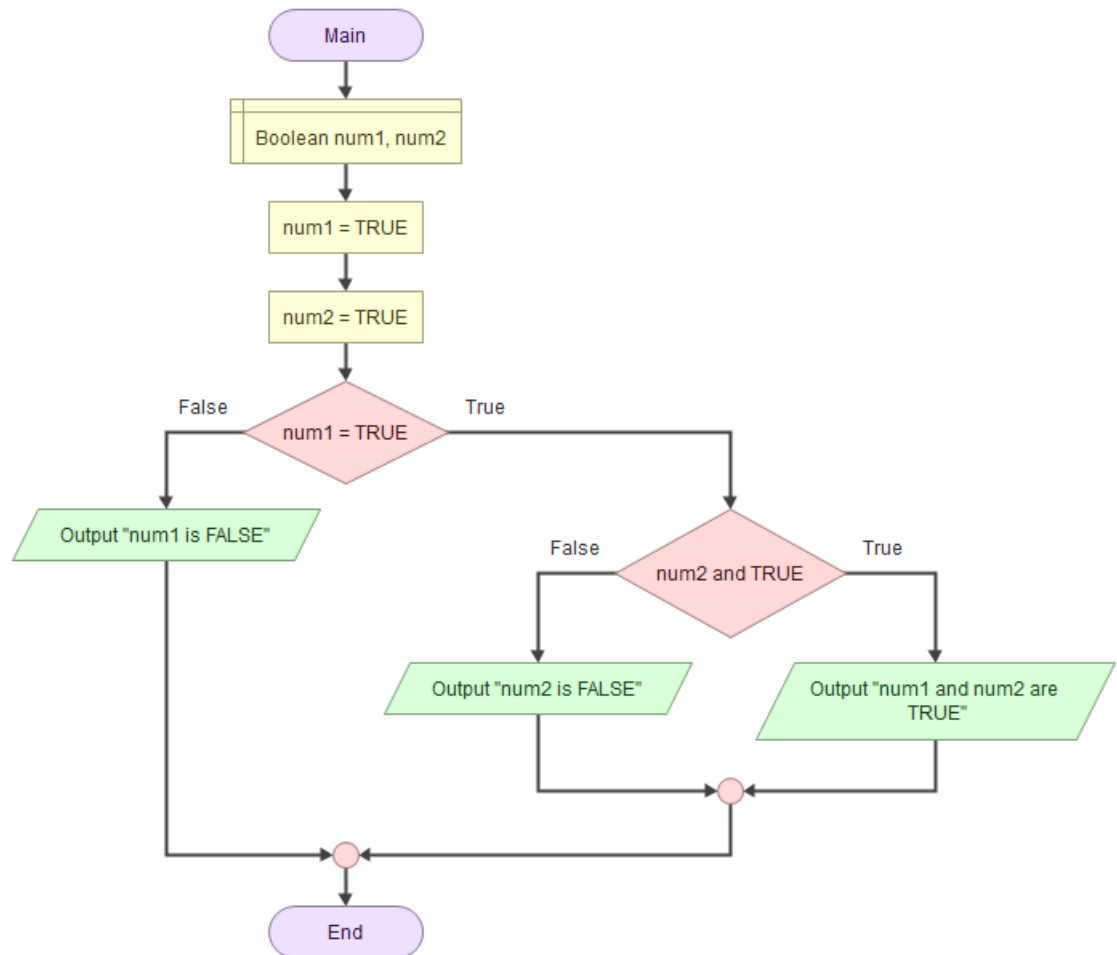


- 2.2 Change variable name to “**num1**” and “**num2**”.

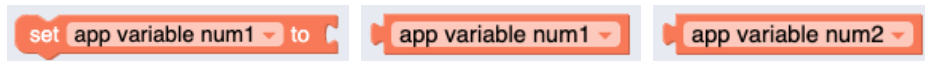
2.3 Click on **Logic** tab and drag logical “true” and “false” block into the block design console and connect those block as the following.



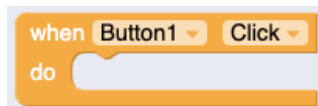
3. Create the program according to the given **Flowgorithm** flowchart.



3.1. Click on **Variables** tab and drag the following blocks into the block design console.



3.2. Click on **Button1** UI component and drag the following block into the block design console.



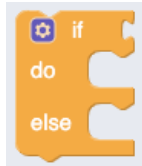
3.3. Click on **Label1** UI component and drag three of following block into the block design console.



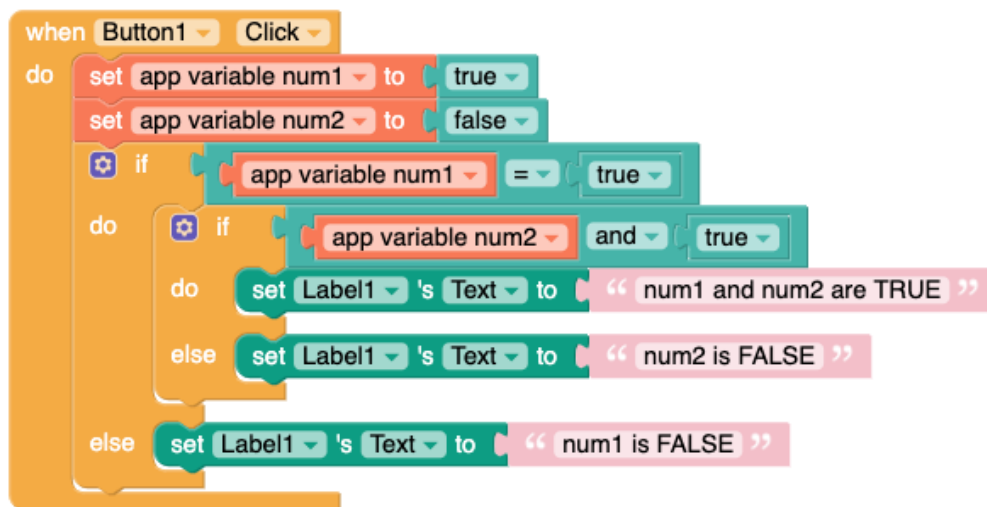
3.4. Click on **Logic** tab and drag two of following block into the block design console.



3.5. Click on **Control** tab and drag two of following block into the block design console.



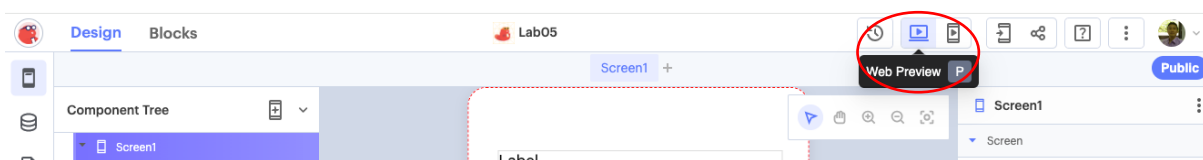
3.6. Form the blocks as follows. This set of blocks will perform an “and” operation on variable “num1” and “num2”, and then assign the result to variable “num3”.



4. Preview the result

4.1. On the “**Design**” view, click “**Web Preview**” menu.

4.2. And Then click on button to see the result.



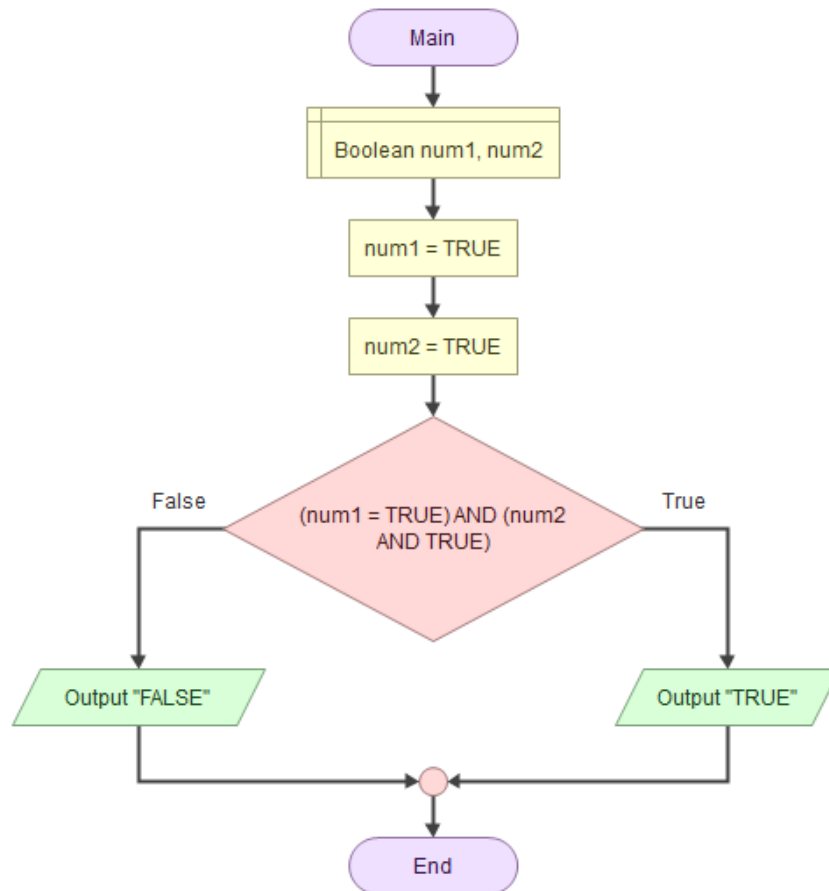
5. From the program which implementing the logic of the **if-nested** statement above, complete the following table:

num1	num2	Text in Label1
TRUE	TRUE	num1 and num2 are TRUE
FALSE	TRUE	num1 is FALSE
TRUE	FALSE	num2 is FALSE

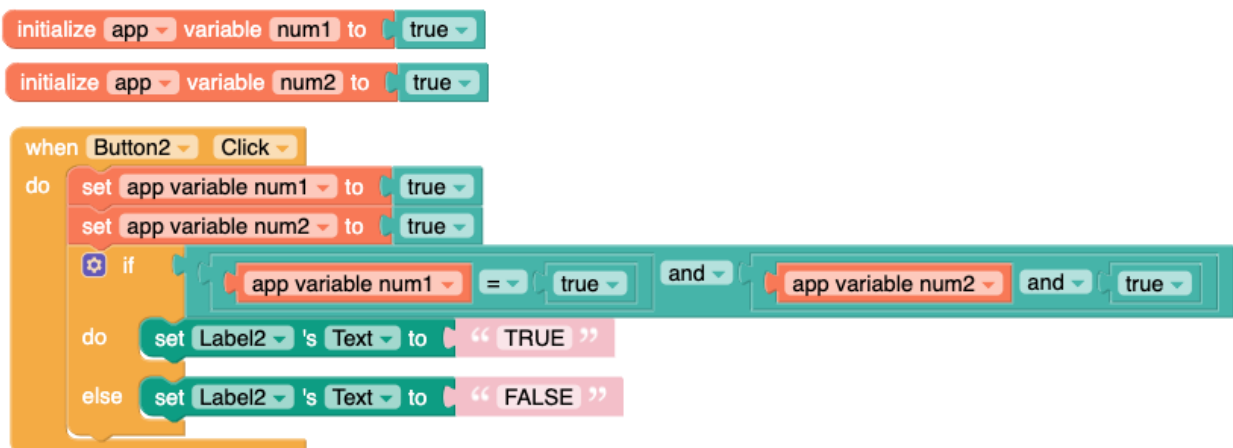
**Hint:** Chang value of “num1” and “num2” and run the program to test the answer.

## Example 2: If with AND, OR, and NOT statement

From the given **Flowgorithm** flowchart implement the program in **Thunkable**.



1. In the “**Design**” view,
  - 1.1 click on the “**Screen1**” component.
  - 1.2 Then, click on the “**more options**” or “**ellipsis**” menu ( ) located on the right panel. And then select to duplicate the screen.
  - 1.3 Then, select “**Screen2**” component or “**Screen2**” tab.
  - 1.4 And click on “**Blocks**” view.
2. Modify the blocks as following:



3. From the program which implementing the logic of the **if-then** statement above, complete the following table:

num1	num2	Text in Label1
TRUE	TRUE	TRUE
FALSE	TRUE	FALSE
TRUE	FALSE	FALSE

**Hint:** Chang value of “num1” and “num2” and run the program to test the answer.

4. From the program which implementing the logic of the **if-then** statement above, if we change the conditions and values in if statement as:

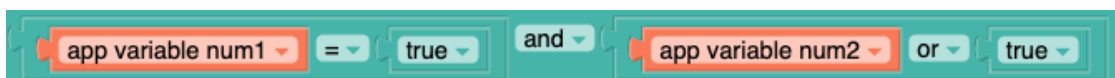


complete the following table:

num1	num2	Text in Label1
TRUE	TRUE	TRUE
FALSE	TRUE	TRUE
TRUE	FALSE	TRUE
FALSE	FALSE	TRUE

**Hint:** Chang value of “num1” and “num2” and run the program to test the answer.

5. From the program which implementing the logic of the **if-then** statement above, if we change the conditions and values in if statement as:



complete the following table:

num1	num2	Text in Label1
TRUE	TRUE	TRUE
FALSE	TRUE	FALSE
TRUE	FALSE	TRUE
FALSE	FALSE	FALSE

**Hint:** Chang value of “num1” and “num2” and run the program to test the answer.

### Problem Set

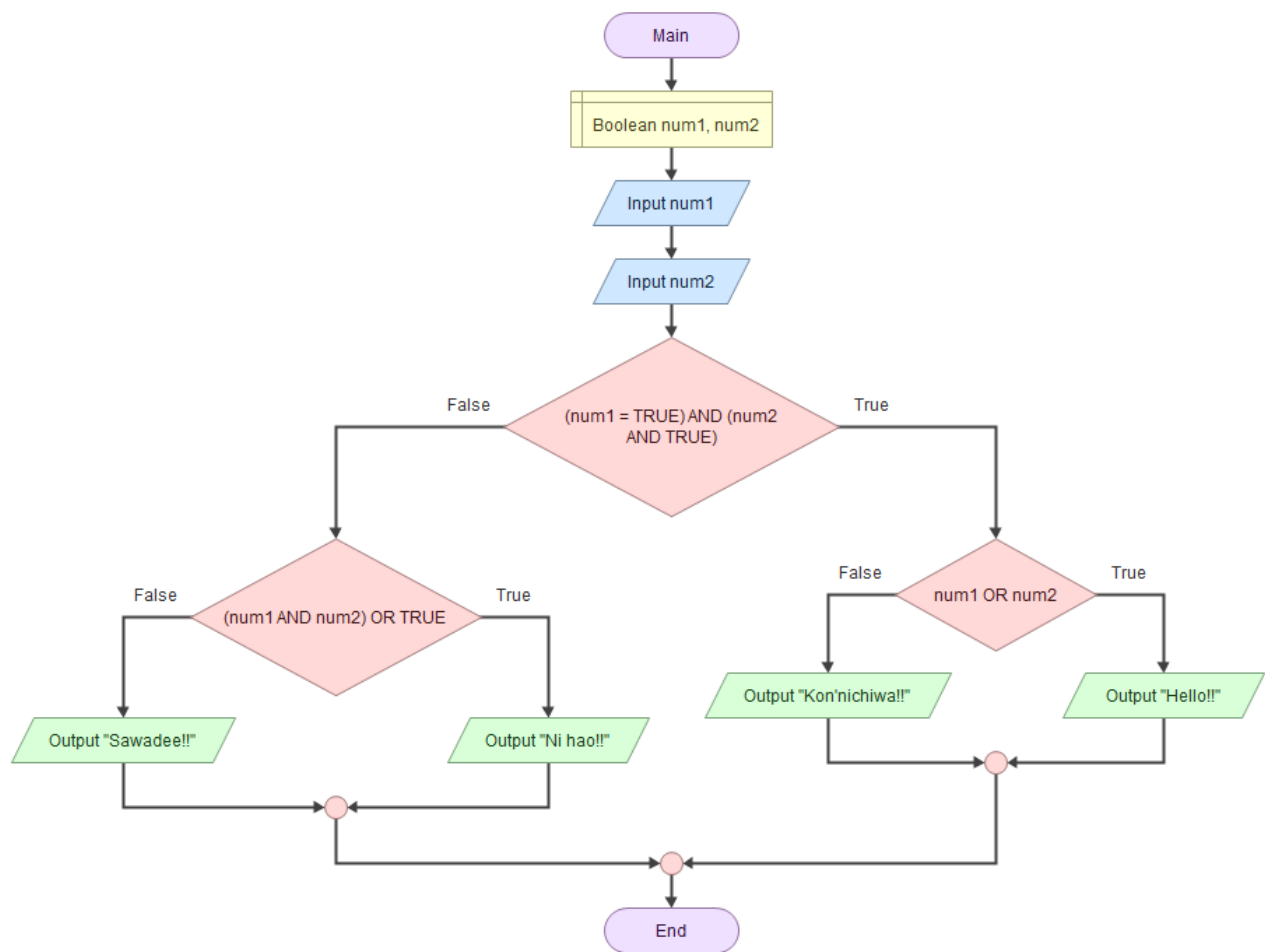
1. Find the result of the following logical expressions given  $A = 2$ ,  $B = 3$ ,  $C = 5$ , and  $D = 8$

Expression	Result Value
$A < 5 \text{ and } (B * C) \geq 10$	TRUE
$A < B \text{ or } (C < D * 2)$	TRUE
$(C + D) > (D / A) \text{ and } (A - C) > B$	FALSE
$(100 * B) < (A * B * C * D) \text{ or } C > B$	FALSE
$A > 10 \text{ and } B > 9 \text{ and } C > 8 \text{ and } D > 7$	FALSE

2. Find the value being stored in the variable "X" at the end of the following pseudocodes.

Algorithm	Value of X
<pre>BEGIN   SET X = 10, Y = 20   IF Y &lt; X     IF Y &gt; 15       X = X + 10 * Y     ELSE       X = X + Y / X     ENDIF   ELSE     X = X - 5 * Y - X   ENDIF END</pre>	$X = -100$
<pre>BEGIN   SET X = 10, Y = 20   IF Y &gt; X     IF Y &lt; 15       X = X + 10 * Y     ELSE       X = X + Y / X     ENDIF   ELSE     X = X - 5 * Y - X   ENDIF END</pre>	$X = 12$

3. From the following flowchart:



complete the following table:

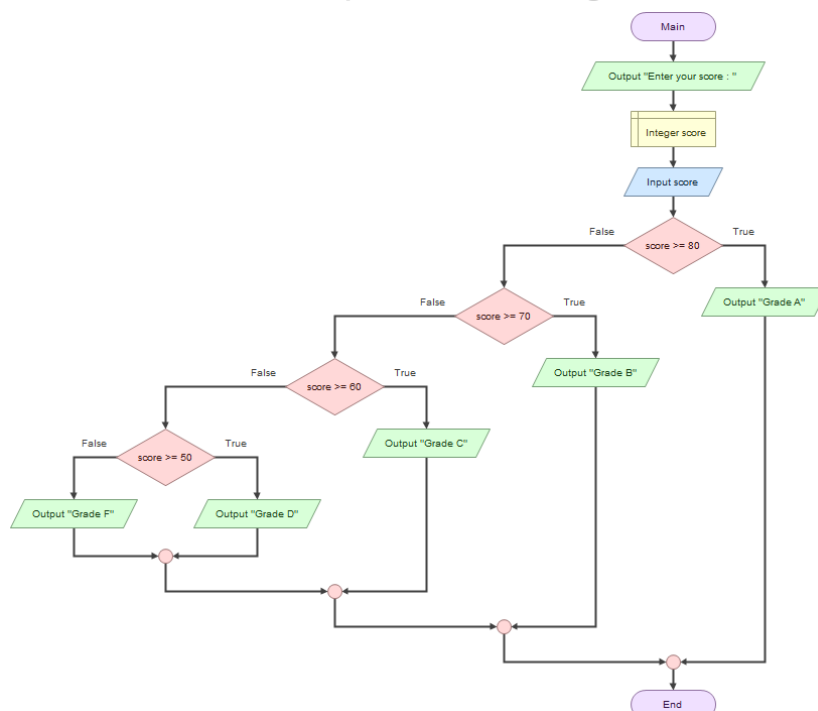
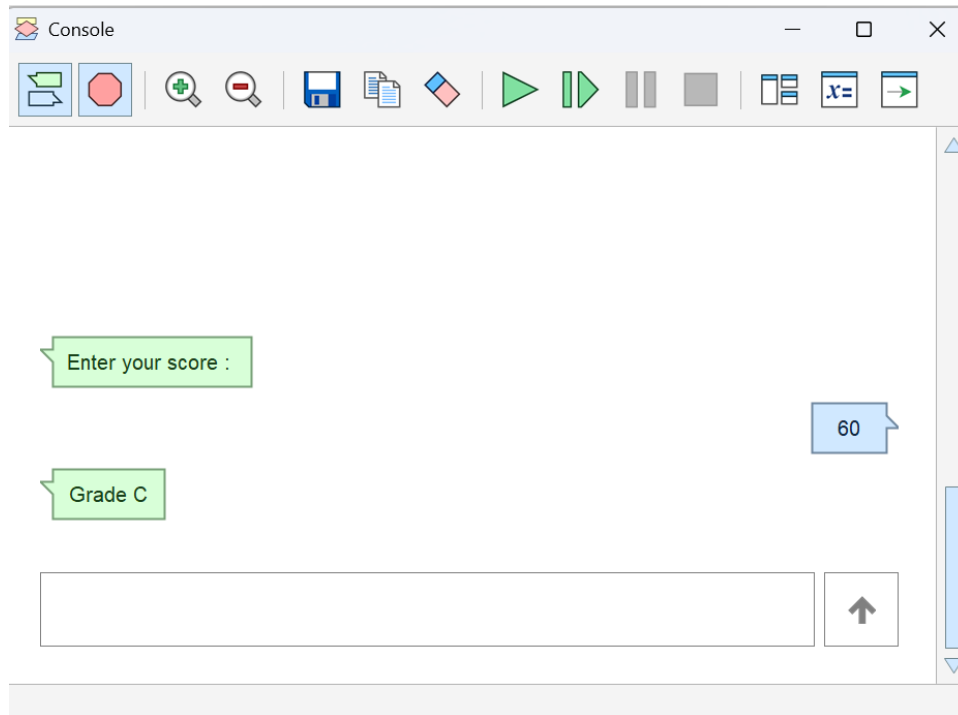
num1	num2	Output
TRUE	TRUE	Hello
FALSE	TRUE	Ni hao!!
TRUE	FALSE	Ni hao!!
FALSE	FALSE	Ni hao!!

**Hint:** You may need to create the given flowchart to test the answer.

4. Develop a program to calculate the grade based on the student's score. The criteria of grades are as follows:

Lower bound	Upper bound	Grade
80	100	A
70	79	B
60	69	C
50	59	D
0	49	F

- a) Draw a flowchart of the program using **Flowgorithm**.





b) Create this program in **Thunkable** (Always create new screen!!).

The screenshot displays a Thunkable app interface and its underlying logic. The interface consists of a text label "Your score :", a text input field containing the value "80", a blue button labeled "Button", and a text label "Grade A". Below the interface, the logic is shown as a series of nested blocks. It begins with an "initialize app variable score to" block. This is followed by a "when Button3 Click" event block. Inside this event block, there is a "do" block containing a "set app variable score to" block that takes "Text\_Input3's Text" as input. Below this, there is a series of nested "if" blocks. The first "if" block checks if "app variable score" is greater than or equal to 80. If true, it sets "Label6's Text" to "Grade A". If false, it enters an "else" block which contains another "if" block checking if the score is greater than or equal to 70. If true, it sets "Label6's Text" to "Grade B". If false, it enters another "else" block with an "if" block checking if the score is greater than or equal to 60. If true, it sets "Label6's Text" to "Grade C". If false, it enters another "else" block with an "if" block checking if the score is greater than or equal to 50. If true, it sets "Label6's Text" to "Grade D". If false, it enters a final "else" block which sets "Label6's Text" to "Grade F".

Your score :

80

Button

Grade A

initialize app variable score to

when Button3 Click

do

set app variable score to Text\_Input3's Text

+ if

app variable score  $\geq$  80

do

set Label6's Text to "Grade A"

else -

+ if

app variable score  $\geq$  70

do

set Label6's Text to "Grade B"

else -

+ if

app variable score  $\geq$  60

do

set Label6's Text to "Grade C"

else -

+ if

app variable score  $\geq$  50

do

set Label6's Text to "Grade D"

else -

set Label6's Text to "Grade F"

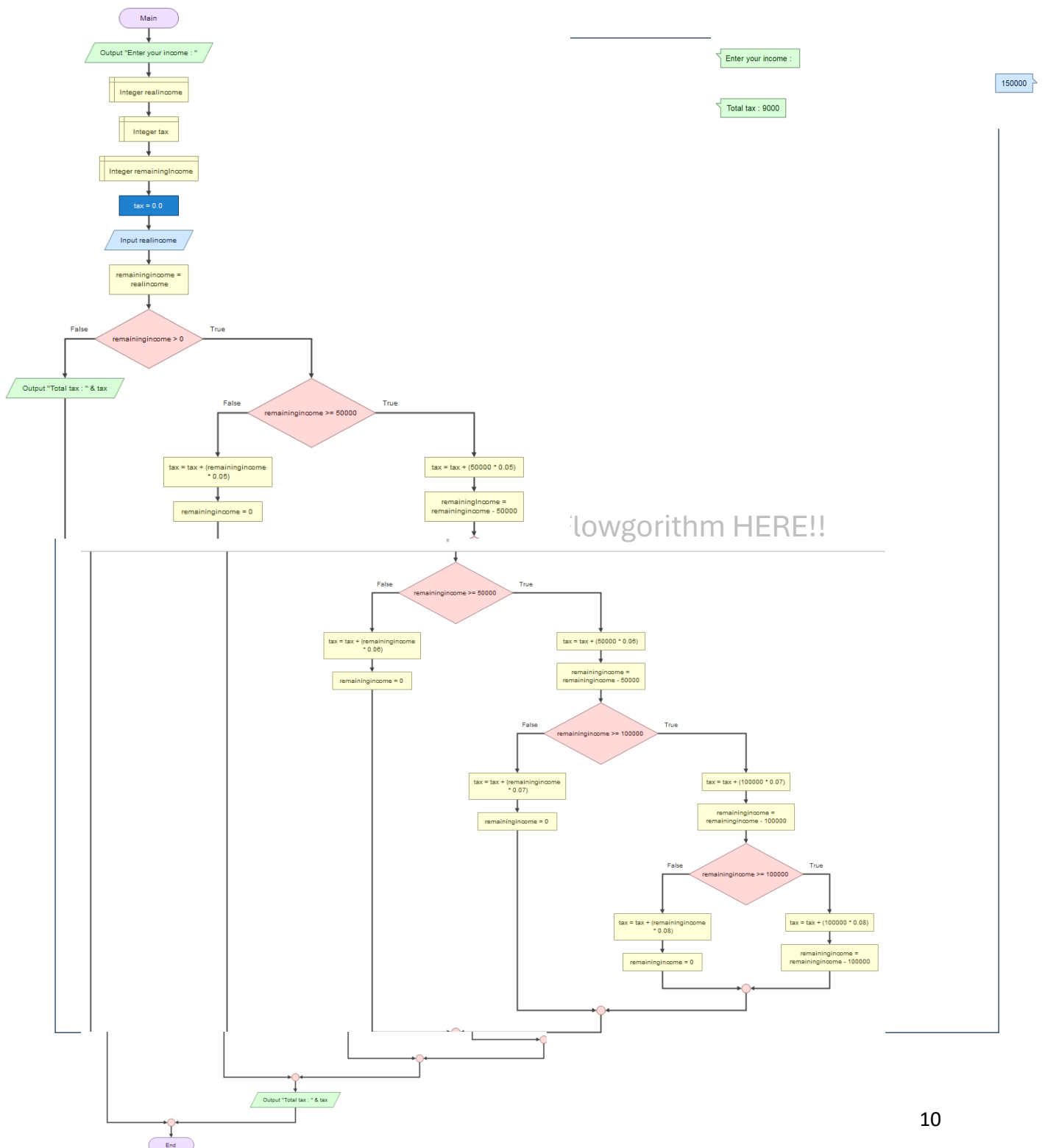
5. Develop a program to compute the income tax in accordance with the following condition.

- For the first 50,000 baht, the tax is 5%.
- For the **next** 50,000 baht, the tax is 6%.
- For the **next** 100,000 baht, the tax is 7%.
- For the **next** 100,000 baht, the tax is 8%.
- Then, the remaining tax is 10%

Test case:

Income	25,000	75,000	150,000	250,000	350,000
Tax	1,250	4,000	9,000	16,500	25,500

a) Draw a flowchart of the program using **Flowgorithm**.



b) Create this program in **Thunkable** (Always create new screen!!).

Enter your income :

150000

Button

9000

initialize app variable realincome to

initialize app variable tax to

when Button4 Click

do

set app variable realincome to Text\_Input4's Text

set app variable tax to 0

+ if app variable realincome >= 0

do

+ if app variable realincome >= 50000

do

set app variable tax to app variable tax + 50000 x 0.05

set app variable realincome to app variable realincome - 50000

+ if app variable realincome >= 50000

do

set app variable tax to app variable tax + 50000 x 0.06

set app variable realincome to app variable realincome - 50000

+ if app variable realincome >= 100000

do

set app variable tax to app variable tax + 100000 x 0.07

set app variable realincome to app variable realincome - 100000

+ if app variable realincome >= 100000

do

set app variable tax to app variable tax + 100000 x 0.08

set app variable realincome to app variable realincome - 100000

set Label8's Text to app variable tax

else -

set app variable tax to app variable tax + app variable realincome x 0.08

set app variable realincome to 0

set Label8's Text to app variable tax

else -

set app variable tax to app variable tax + app variable realincome x 0.07

set app variable realincome to 0

set Label8's Text to app variable tax

else -

set app variable tax to app variable tax + app variable realincome x 0.06

set app variable realincome to 0

set Label8's Text to app variable tax

else -

set app variable tax to app variable tax + app variable realincome x 0.05

set app variable realincome to 0

set Label8's Text to app variable tax

else -

set Label8's Text to app variable tax