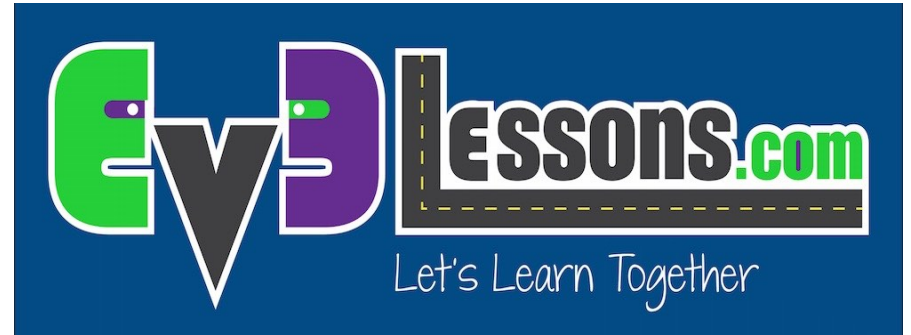
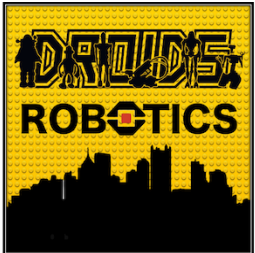


# BEGINNER EV3 PROGRAMMING LESSON



Topics Covered:  
Switches



By: Droids Robotics

# LESSON OBJECTIVES

1. **Learn how to make your robot decide what to do out of different choices**
2. **Learn how to use a Switch Block**

# SWITCH BLOCKS



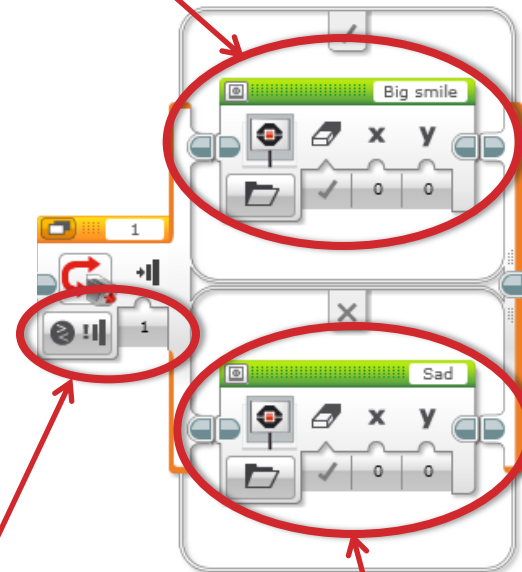
**Asking the robot a question and doing something different based on the answer**

- Example: Does the robot see a line? Or not?

**Basically a YES/NO QUESTION**

**Switch blocks are found in the orange/flow tab**

Run this code if the answer is yes



The question being asked: is the touch sensor pressed

Run this code if the answer is no

# SWITCH BLOCK CHALLENGE 1



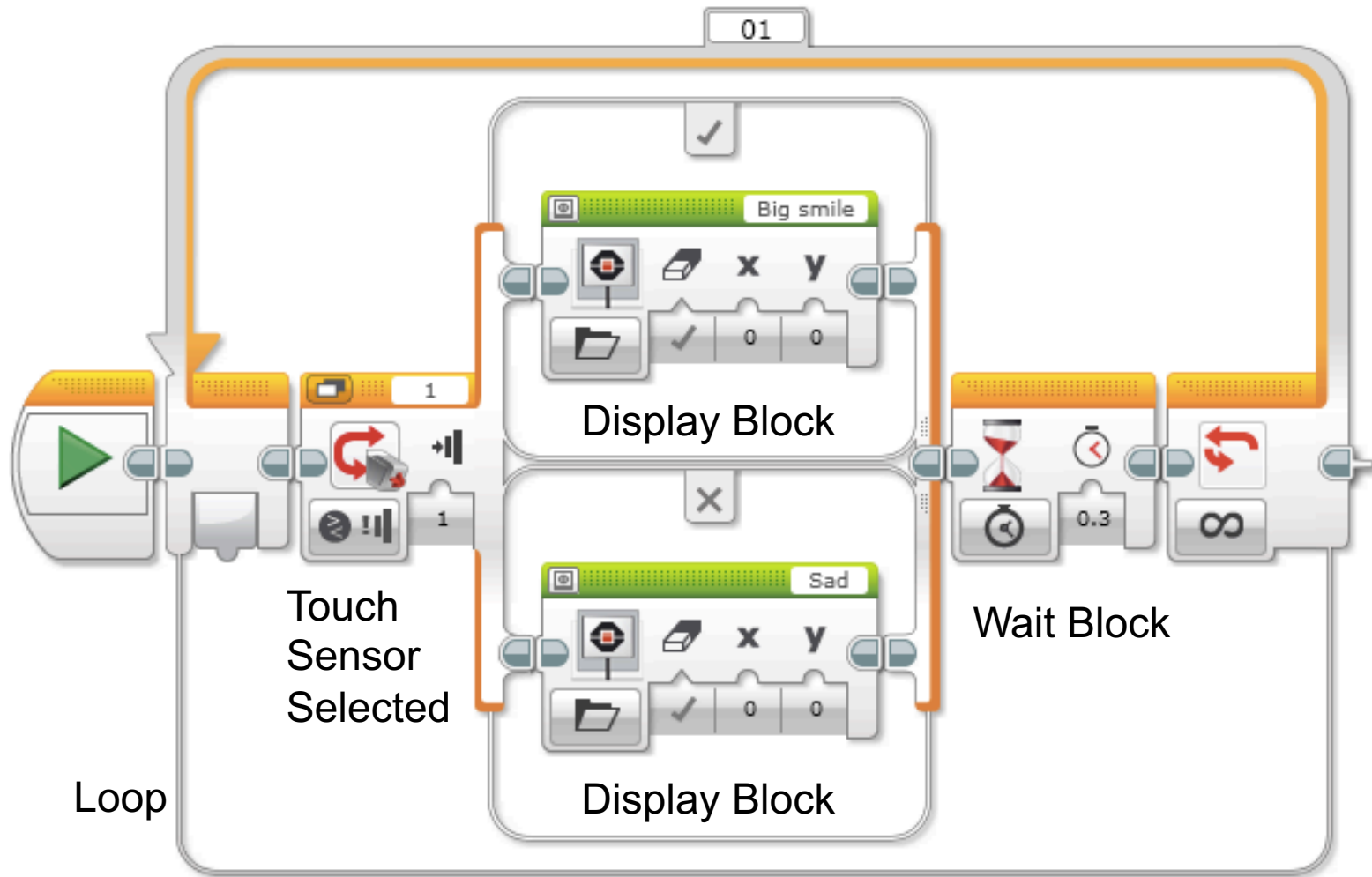
**Challenge:** Write a program that changes the display based on if the touch sensor is pressed or not pressed.

If pressed, your EV3 is happy! Display a smiley face. If not pressed, the EV3 is sad! Display a sad face.

**Hint:** You will need to use the display block, loops and switch blocks!



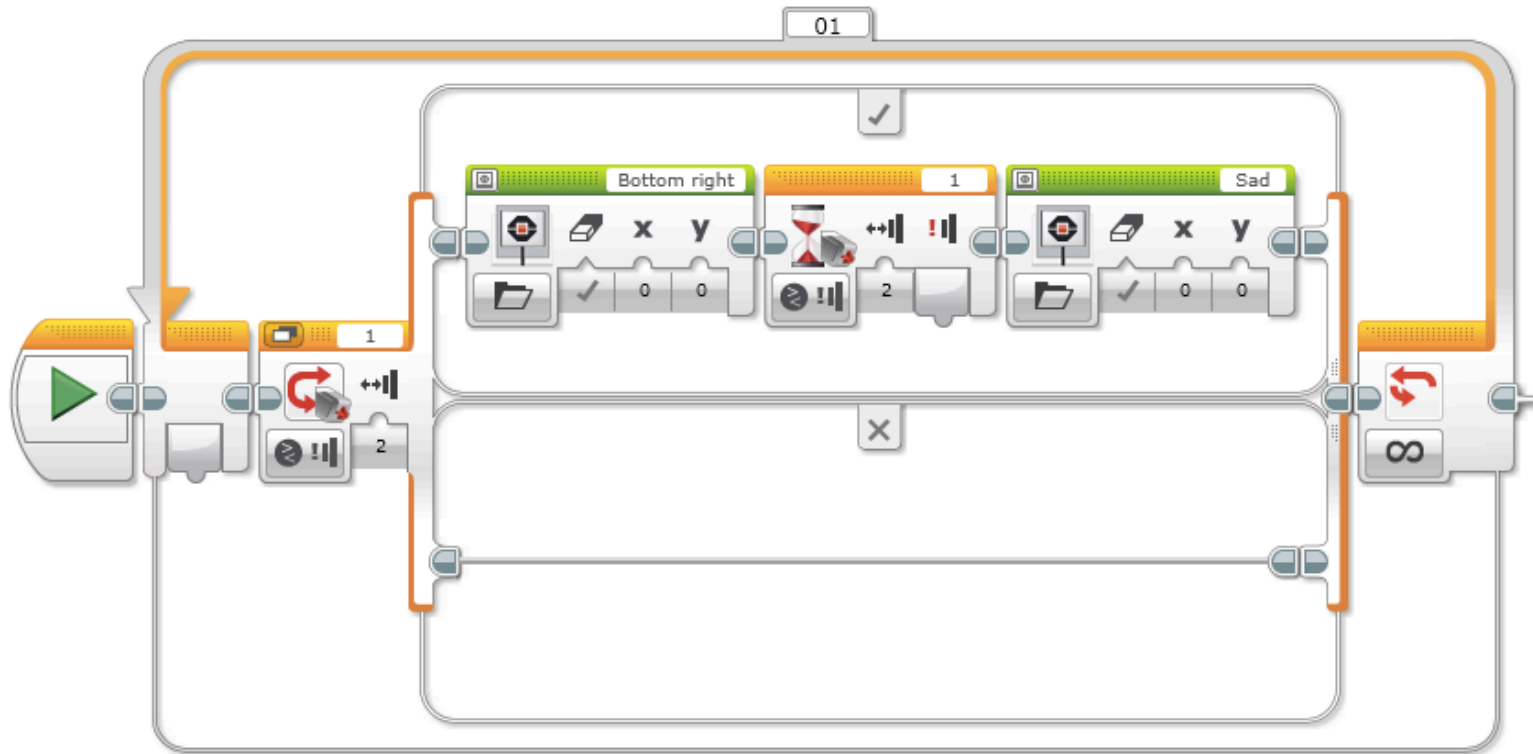
# CHALLENGE 1 SOLUTION



# **SWITCH BLOCK CHALLENGE 2**

**Can you write a program that display big eyeballs if you touch it once and a sad face if you touch it a second time and toggles back and forth.**

# CHALLENGE 2 SOLUTION



# CREDITS

- This tutorial was created by Sanjay Seshan and Arvind Seshan from Droids Robotics.
- More lessons are available at [www.ev3lessons.com](http://www.ev3lessons.com)
- Author's Email: [team@droidsrobotics.org](mailto:team@droidsrobotics.org)



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