

NESTING



DESCRIPTION

Like boxes nested inside other boxes. When a block is evaluated, commands and further blocks inside it get evaluated one by one.

NESTED BLOCKS

Each block is indented by one tab more than its containing block

```
def clearPixels():  
    for pos in range(0, 8):  
        setPixel(pos, black)
```

EXAMPLE

The **fancyColors** routine fills the display with a repeating pattern

It has a **def** block containing a **while** block containing a **for** block containing an **if** block and an **else** block

EXPLANATION

Beginning with first pixel (0)
while there are pixels left
for each color in the pattern
 set pixel at pos to the color
 add 1 to pos
 if pixels left, continue 'for loop'
 else break 'for loop'



```
def fancyColors():  
    pos = 0  
    while pos < 8:  
        for color in [green, blue, purple]:  
            setPixel(pos, color)  
            pos = pos + 1  
            if pos < 8:  
                continue  
            else:  
                break
```



kits

vgkits.co.uk/rainbow