# NESTING

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

### BLOCKS INSIDE BLOCKS
Each block is indented by one tab more than its containing block

```
rainbow()
clearPixels()
sleep(2)
setPixel(0, red)
```

## 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
```