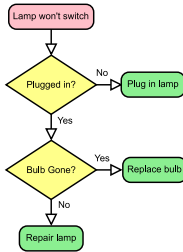# BLOCKS

DESCRIPTION
Like a decision in a flow chart, a block evaluates its commands only when a criterion is met.
Blocks and their commands are processed in sequence, one by one.

BLOCK STRUCTURE
A *declaration* followed by a colon :
Indented lines define block commands
Unindented empty line ends the block

```
if lemons in life:
    makeLemonade()
    sellLemonade()
```

```
if fits(shoe):
    wear(shoe)
```

An *if* block tests if a condition is true before evaluating its commands

```
while iron == hot:
    strike()
```

A *while* block evaluates its commands *repeatedly* as long as its condition is true

```
for cloud in clouds:
    extractSilver(cloud.lining)
```

A *for* block evaluates its commands once for each item in a list, until the list is exhausted or *break* is called