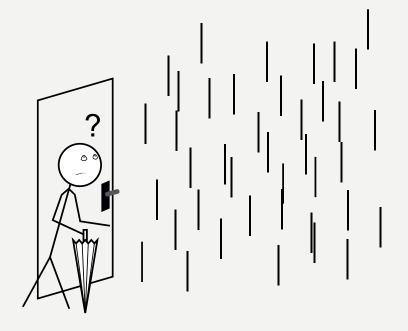
CONDITIONS (SUITE)

Multiple

Il peut exister de multiples conditions pour un seul et même test.

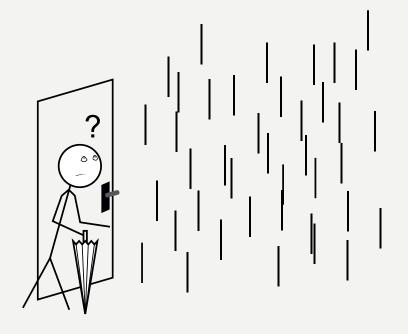
Par exemple:

Si il pleut ET Si il n'y a pas de vent Alors je prend mon parapluie



Multiple

Autre exemple: Si il pleut OU Si il y 'a du vent Alors je ne sors pas



Multiple



Exemple



```
5 v func _ready():
6 var a = 0
7 var b = 3
8 v if a == 0 && b == 3:
9 var b = 3:
10 var b = 3
print ("Sucess")
10 var b = 3
print ("failed")
```

Dans Godot, pour réaliser une multiple condition, le mot clé « if » doit être indiqué en premier suivi des différentes conditions.

Chaque condition doit être séparé par un indicateur de logique && ou ||, comme par exemple [Condition I] && [Condition 2] || [Condition 3]. Enfin « : » doit être ajouté juste à la fin de la ligne.

Quizz

```
5 v func _ready():
6 var vector = Vector2(1,8)
7 v var vector.x == 1 && vector.x + vector.y != 9:
8 var vector.x == 1 & vector.x + vector.y != 9:
9 v var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector = Vector2(1,8)
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector.x + vector.y != 9:
10 var vector.x == 1 & vector.x + vector
```

```
4 v func _ready():
5 var vector = Vector2(1,8)
6 var vector2 = Vector2(9,3)
7 v if vector == vector2 || vector == Vector2(1,8) && false:
8 var vector == vector2 || vector == Vector2(1,8) && false:
9 v var vector2 = Vector2(1,8) && false:
10 var vector = Vector2(1,8) && false:
10 var vector = Vector2(1,8) && false:
10 var vector = Vector2(1,8)
```

```
5 v func _ready():
6 var vector = Vector2(1,8)
7 var vector2 = Vector2(9,3)
8 v var vector == vector2 || vector == Vector2(1,8):
9 var vector == vector2 || vector == Vector2(1,8):
10 v var vector == vector2(1,8):
9 var vector2 = vector2(1,8):
11 vector == vector2(1,8):
11 vector == vector2(1,8):
12 var vector2 = vector2(1,8):
13 var vector2 = vector2(1,8):
14 var vector2 = vector2(1,8):
15 var vector2 = vector2(1,8):
16 var vector3 = vector2(1,8):
17 vector == vector2(1,8):
18 var vector3 = vector3(1,8):
19 var vector4 = vector4(1,8):
10 var vector5 = vector4(1,8):
10 var vector5 = vector5(1,8):
10 var vector6 = vector5(1,8):
10 var vector6 = vector6(1,8):
10 var vector6 = vector6(1,8):
10 var vector6 = vector6(1,8):
10 var vector7 = vector7(1,8):
10 var vector7 =
```

```
4 v func somme (var a, var b):
5 v return a + b
6
7 v func _ready():
8 var vector = Vector2(1,8)
9 var vector2 = Vector2(9,3)
10 v if vector != vector2 && somme(vector, vector2) == Vector2(10,12):
11 v print ("Sucess")
12 v else:
13 v print("failed")
```

Exercices

- Créer une variable de type Vector2 avec n'importe quelle valeur
- Ecrire le test qui réussit lorsque la composante x du Vector2 supérieure à 0 et lorsque sa composante y est inférieure à 512