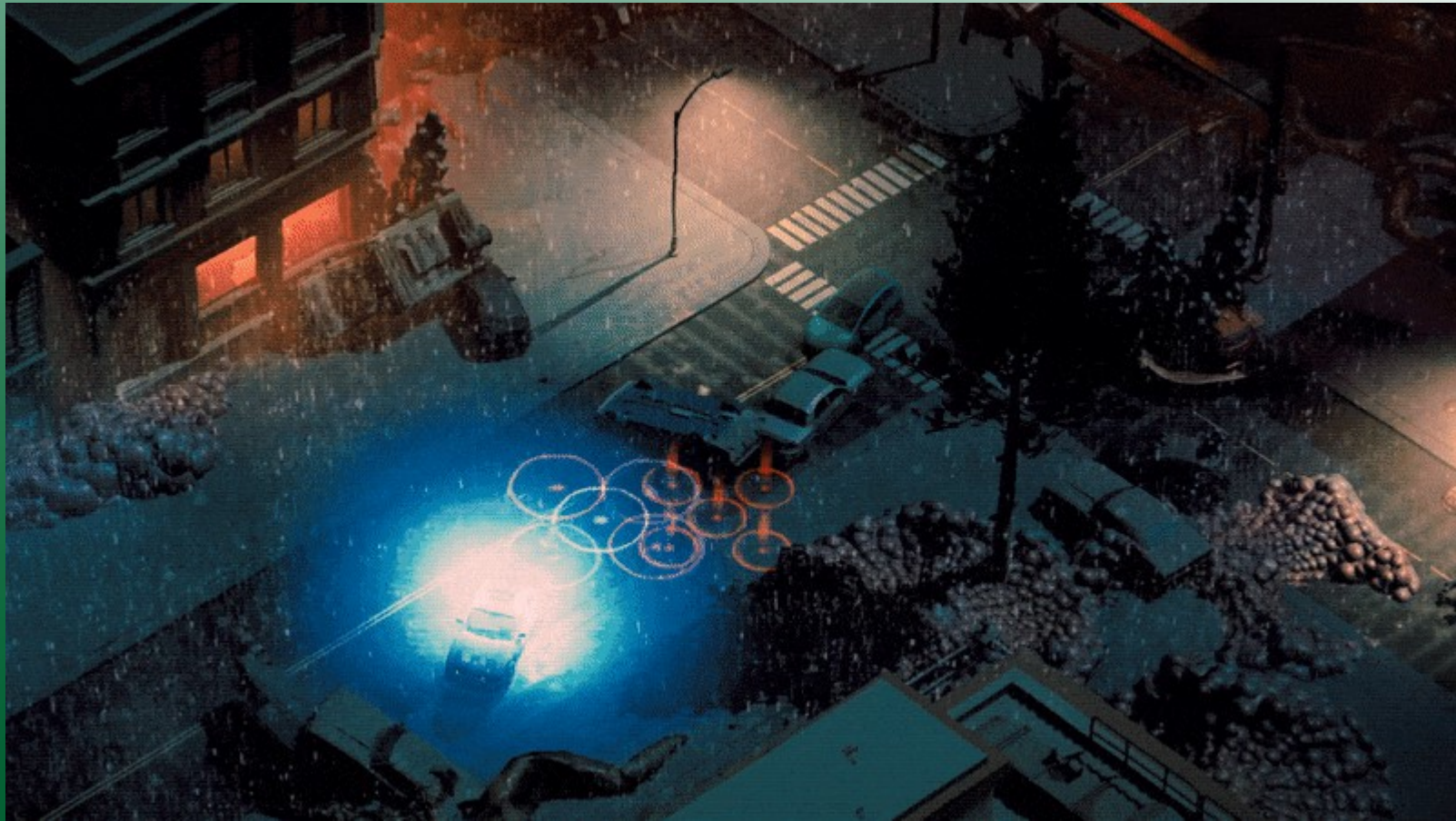# Python Class 21

Review – for and if

For

Blight

For

```csharp
//Debug.Log("Attacking");
foreach (var item in selectedUnits)
{
    //Debug.Log(h.transform.root);
    item.Value.GetComponent<UnitRTS>().SetRun();
    item.Value.GetComponent<UnitRTS>().Attack(h.transform.root);
}
```

For

```csharp
List<string> keys = selectedUnits.Keys.ToList();
float[] dist = new float[keys.Count - 1];
for (int i = 0; i < keys.Count - 1; i++)
{
    dist[i] = 1f;
}

float slowest = selectedUnits[keys[0]].GetComponent<UnitRTS>().Character.Attributes["Speed"].Base;
for (int i = 0; i < keys.Count; i++)
{
    if (selectedUnits[keys[0]].GetComponent<UnitRTS>().Character.Attributes["Speed"].Base < slowest)
    {
        slowest = selectedUnits[keys[0]].GetComponent<UnitRTS>().Character.Attributes["Speed"].Base;
    }
}
```

For in Scratch

- Go to https://scratch.mit.edu
- We will make 3 examples of for-loops in Scratch together.

For in Python

- Let's go back to Python.
- We'll make a greeting program.

If

```csharp
public void ReceiveDamage(float amt, Transform source)
{
    if (unitStatus != UnitStatus.Dead &&
        unitStatus != UnitStatus.Downed &&
        unitStatus != UnitStatus.BeingHealed &&
        character.Attributes["HP"].Base > 0)
    {
        if (amt < 0 && -amt + character.Attributes["HP"].Base > character.Attributes["HP"].Max)
        {
            amt = character.Attributes["HP"].Base - character.Attributes["HP"].Max;
        }
        character.AlterBaseAttribute("HP", -amt);
        Debug.Log("health is:" + character.Attributes["HP"].Base);
        if (character.Attributes["HP"].Base <= 0f)
        {
            HandleDowned(source);
            //prevent the switch case from running
            return;
        }
```

If

```csharp
11 references
public void SetSelectedVisible(bool visible)
{
    selectedGameObject.SetActive(visible);
    isSelected = visible;
    if (isSelected)
    {
        rmmovement.enabled = false;
        tpuc.enabled = true;
    }
    else
    {
        rmmovement.enabled = true;
        tpuc.enabled = false;
    }
}
```

Scratch

- Go to https://scratch.mit.edu

- We will make 3 examples of if in Scratch together.

If in Python

- Let's go back to Python.

- We'll make Rock,Paper, Scissors in Python.