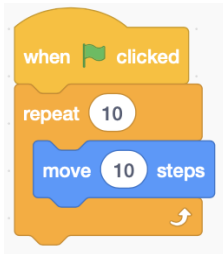
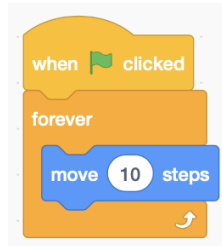


Loops

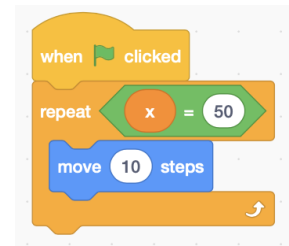
A **loop** runs all the code inside of them. **Loops** can either repeat for a certain number of times, forever, or as long as a **condition** is true.



Repeats code inside a number of times.



Repeats code inside all forever



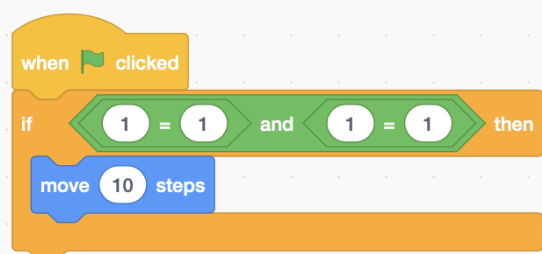
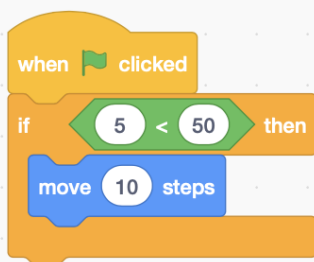
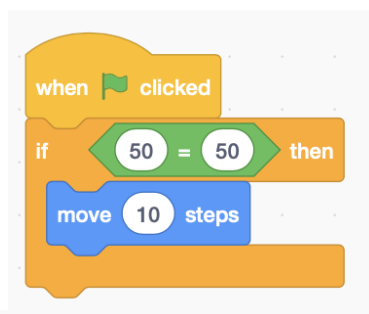
Loops while the condition x = 50 is true.

If-Statements Conditions

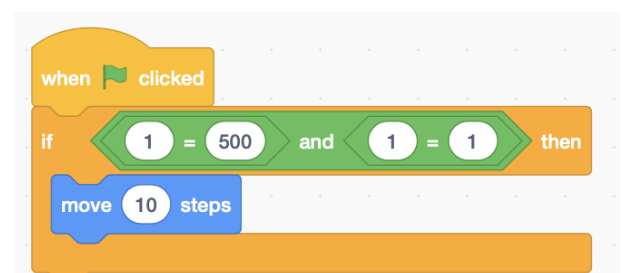
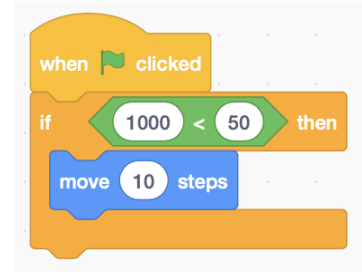
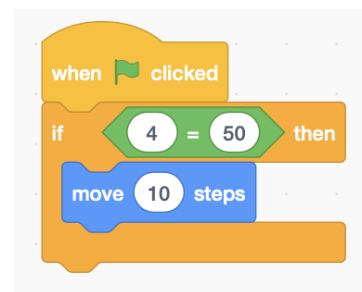
A condition is a statement that *evaluates* to either **true** or **false**. Conditions most often go in **if-statements**. The code inside the **if-statement** will run if the condition is true.

The most basic conditions check if two things are **equal**, one thing is **less than** the other, or one thing is **greater than** the other. There are also *logical operators* like **AND** and **OR**. To make an **AND** statement **true** both sides must be true, to make an **OR** statement **true** at least one side must be true.

True Conditions

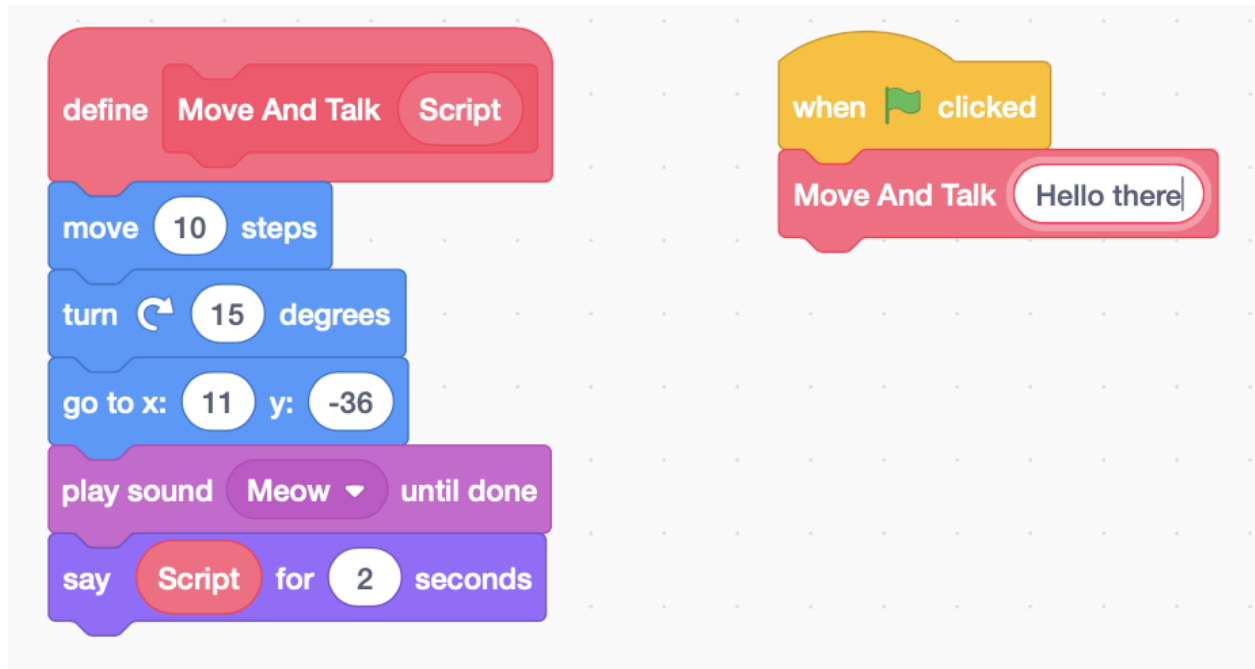


False Conditions



Functions

A **function** is a name for a block of code. You can think of a function as a box that you can put something in and expect something out of. The things you put into a function are called **Parameters**. **Parameters** are like variables that you can only use inside of the function.



This is a **function** called Move And Talk that takes a **parameter** called Script. After the green flag gets clicked the function gets **called**. When the **function** is **called** it will run all the code inside. When the function gets to the part that says the Script **parameter** it will read the words put in to the parameter when it is **called** which is “Hello there”