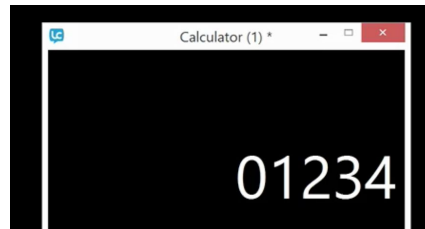


Removing the Leading 0

You may have noticed that the first number in the display is always a zero.

Why is this?



When the user clicks on the **clear** button, we put a zero into the display.

When the user then clicks on a number button, we put the number *after* the display:

1. User clicks **clear** → display is 0
2. User clicks **4** → display is 04

This is incorrect. So how do we fix it? We need to modify the **numberPressed** command in the card script.

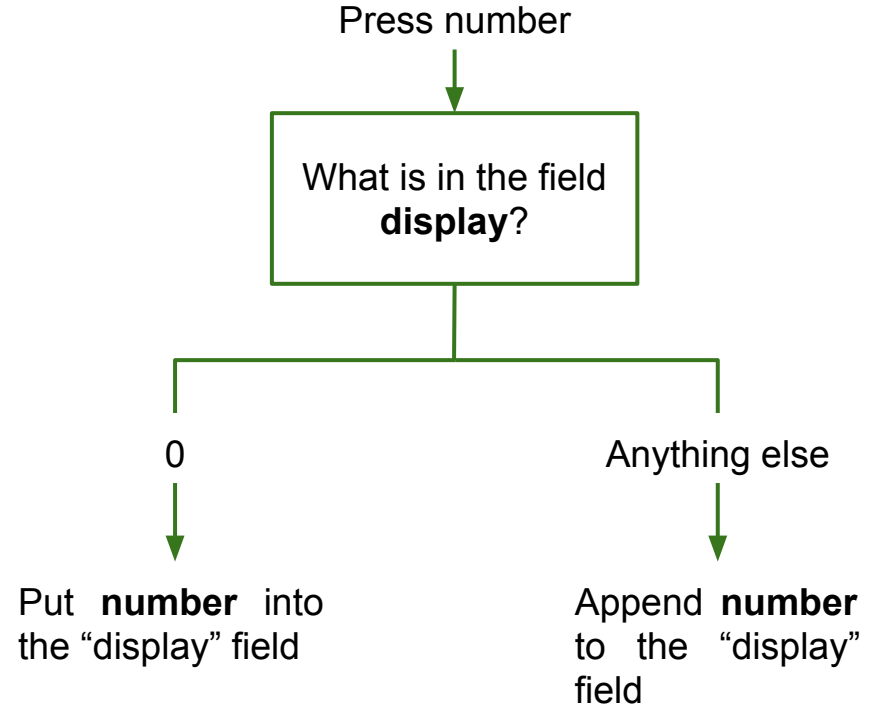
Making Decisions

When a number is pressed, we need to do the following:

1. Check what is in the display field
2. If the display is 0, then we need to replace the contents of the field
3. If the display has anything else other than only 0 in it, then append the new number to the field

To create a useful app you need to be able to check conditions, make decisions and allow different paths for your app to follow.

You do this using **conditional statements** which allow you to execute different code based on conditions.



If Conditions in Code

When we want to implement this in code we use an if statement.

This has the form:

```
if <condition> then  
    statement  
else  
    statement  
end if
```

If statements allow us to execute different code for different conditions.

Updating the numberPressed command

We are going to add an if statement to the **numberPressed** command in the card script so that we can check the contents of field **display**, and execute different code accordingly.

So if the contents of field **display** is 0, then put the number into field **display**. Otherwise, so for all other possible contents of the field, we add the number after field **display**.

```
command numberPressed pNumber

  if field "display" is 0 then
    put pNumber into field "display"

  else
    put pNumber after field "display"
  end if

end numberPressed
```

Key LiveCode Concept

if - This control structure executes a list of statements if a condition is true.

if condition then statement [else elseStatement]

condition - a boolean or any expression that evaluates to a boolean. A boolean is a data type having two values, in this case either true or false.

statement / elseStatement - consists of one or more LiveCode statements and can also include if control structures.

Use the **if** control structure to execute a *statement* (or list of statements) only under certain circumstances.