Conditional Statements
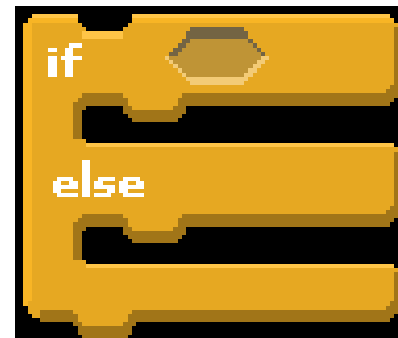
CS Principles

THE IF AND IF…ELSE STRUCTURES

If and If…Else Structures

- Also known as a **Conditional Statement**
- Allows a sprite to make a decision
- Can use sensing tiles to test conditions
- Predicate fields are used for conditions that produce either true or false
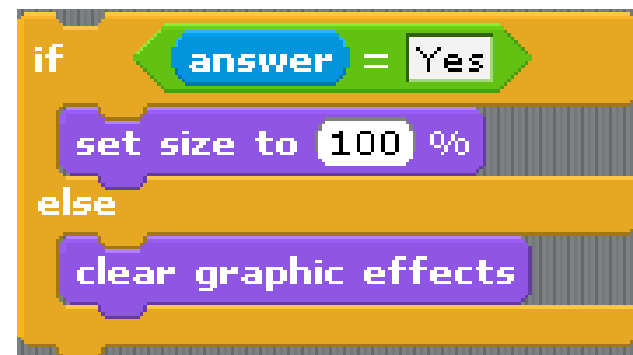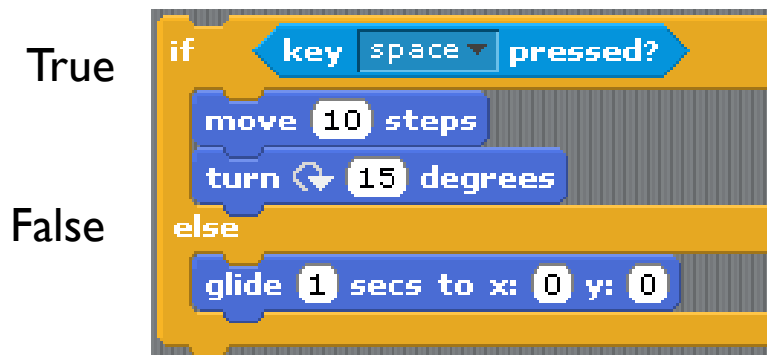
When to use the If Structure

- When the sprite has to make a decision between performing a block of code or not – Yes/No, True/False
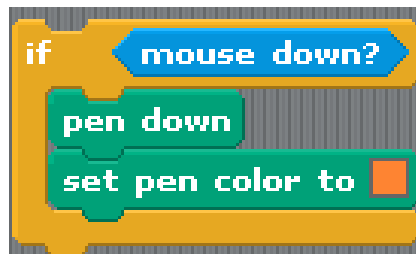
When to use the If…Else Structure

- When the sprite has to make a decision between either performing one block of code or performing a different block of code
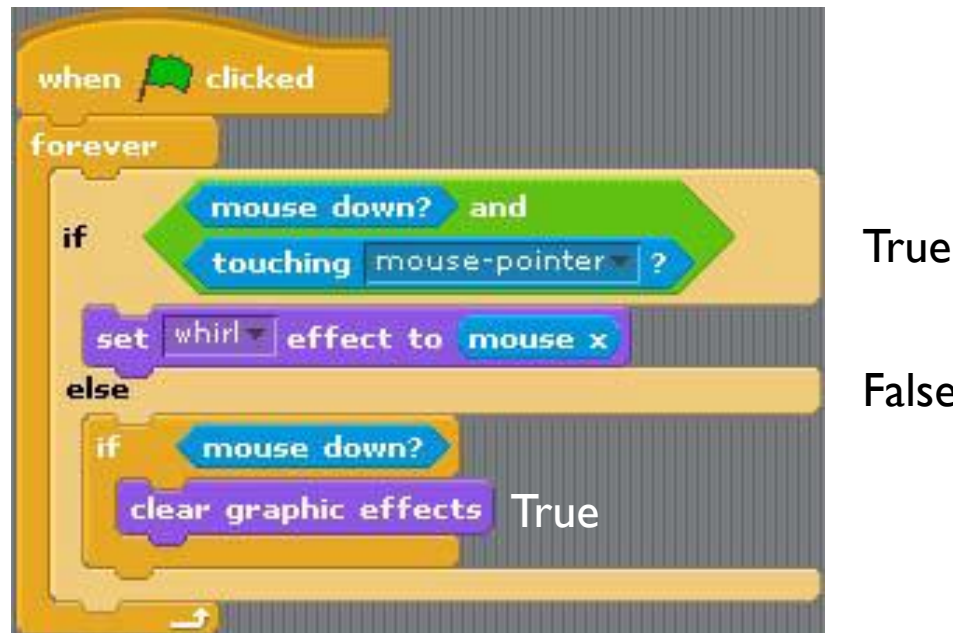
True

False

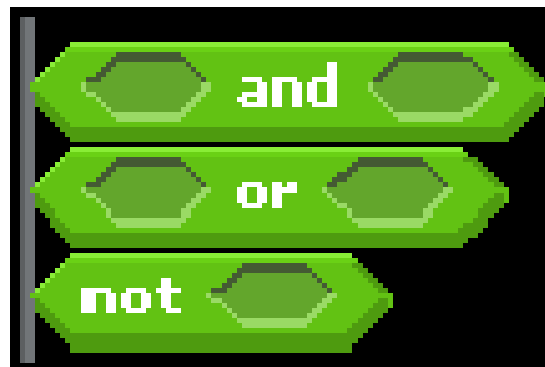# NESTED IF'S AND COMPOUND CONDITIONS

Nested If Statements

- When one If-structure is used in another IF-structure, this new structure is known as a **Nested IF**.
- The Nester IF checks two or more conditions.

True

False

True

Logical Operators

- Allow us to put two or more conditions together to create one compound condition
- And, Or and Not
- Order of Precedence: Not, And, Or

Conditional Operator Example

- All three can be used in any combination.
- Be careful – Don't get confusing. Try to keep them as simple as you can.

Conditional Examples