

# Problem Solving

Let's Think and Learn through Working Together!

**Learning how to teach Pink Painter to make decisions is the focus of the lesson.**

## Decision Making in Python

### The `if` instruction

```
response = input("Color name?")
```



**Yellow**

response



**Fact**: it is possible to teach Pink Painter to make a choice of which instructions to follow based on input.

**e.g.** *(in English)*

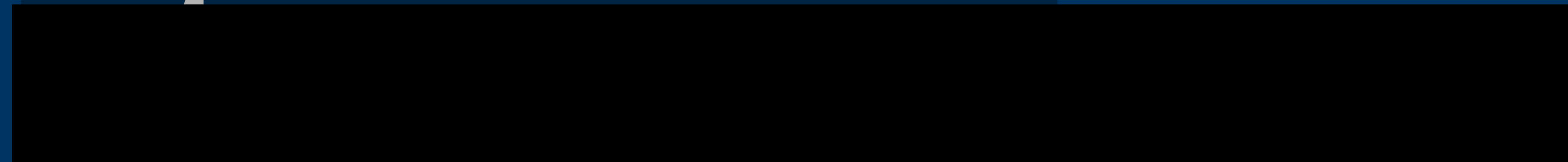
**If the human typed "Green":  
tell them That's an ugly color.**

e.g. (in Python)

```
response = input("Color name?")  
if response == "Green":  
    print("That's an ugly color")
```

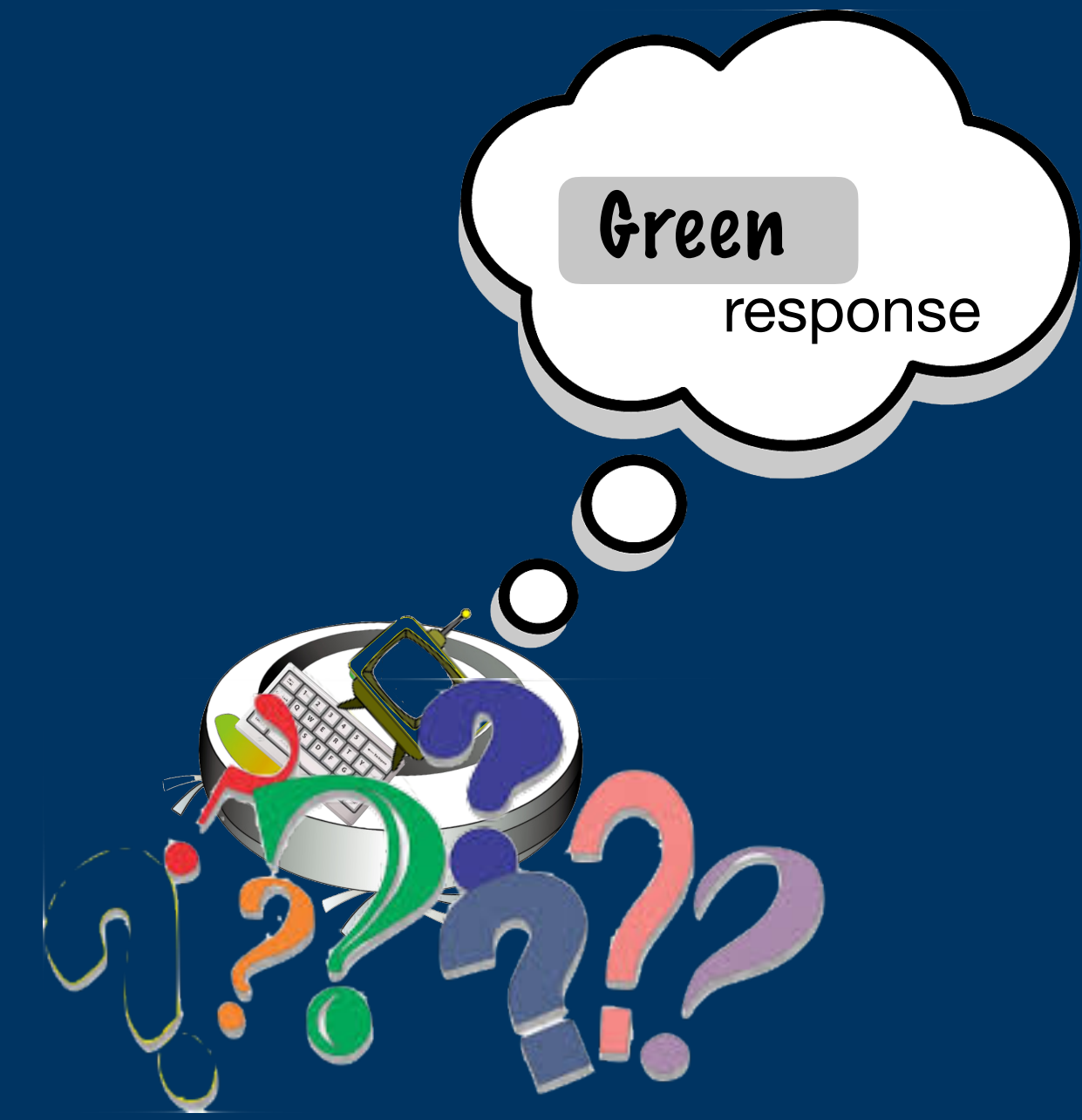
e.g.

```
response = input("Color name?")  
if response == "Green":
```



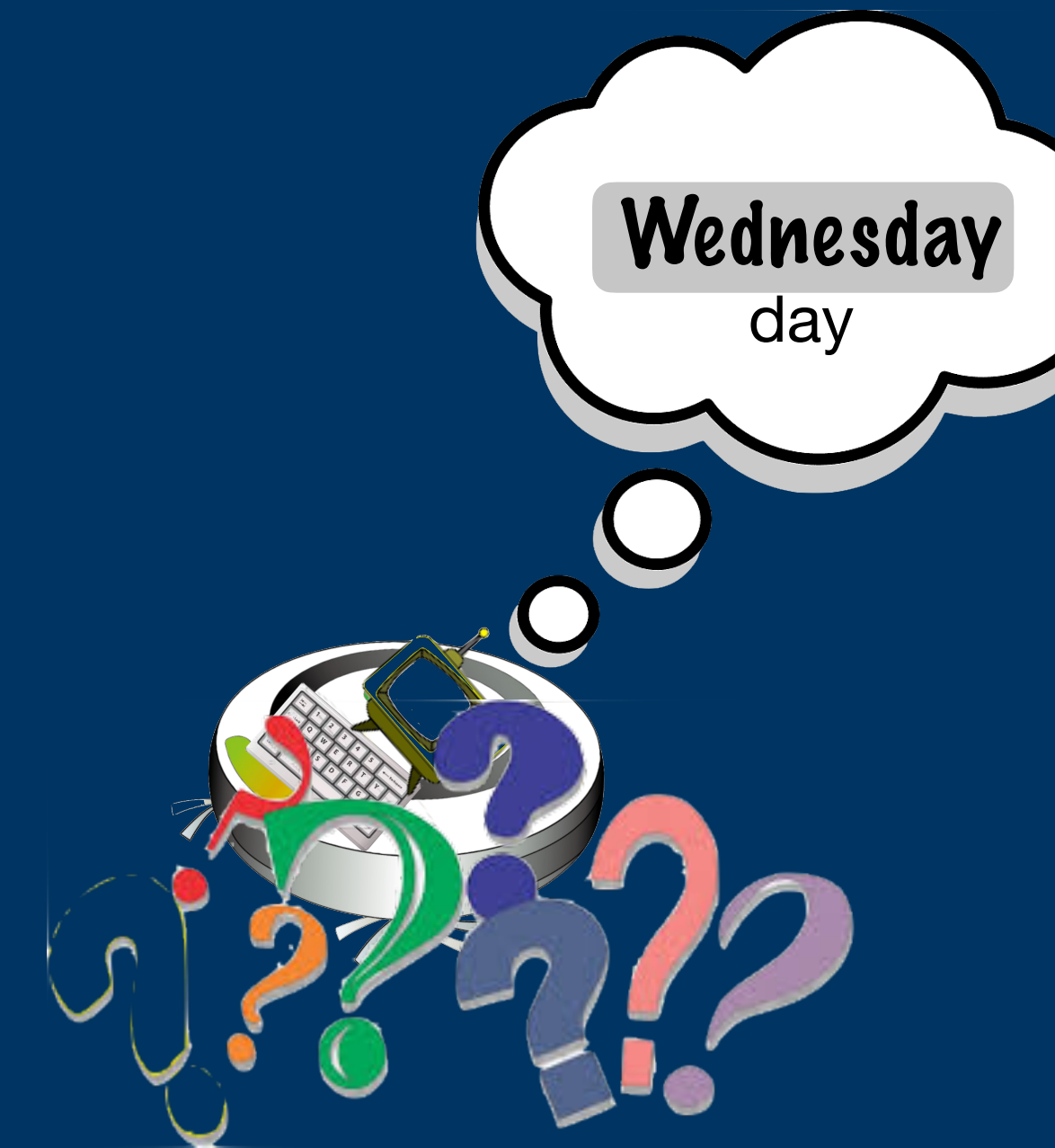
e.g.

```
response = input("Color name?")  
if response == "Green":
```



e.g. (in Python)

```
day = input("what's the day?")  
if day == "Monday":
```





**Fact:** The answer to the "question" either hides or reveals the instruction(s) after the colon!

e.g.

Did the human  
type cheese

?

```
food = input("what's your favorite food?")
```

```
if food == "cheese":
```

```
    print("I like that too!")
```

```
    print("let me draw some cheese")
```

```
    color("orange")
```

```
    paint()
```

When the answer is NO  
these instructions are  
hidden