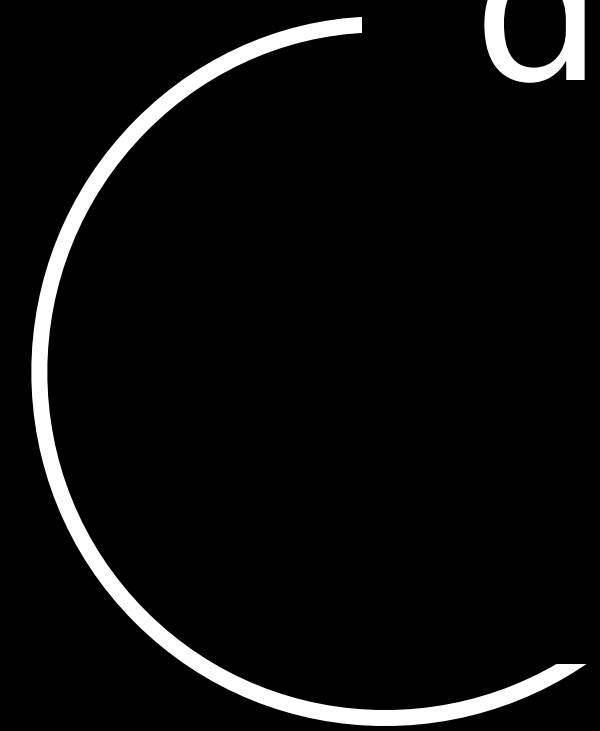


Programmiersprachen 1 — 06.11.

01 Code Review: Programmlogik

setup ←

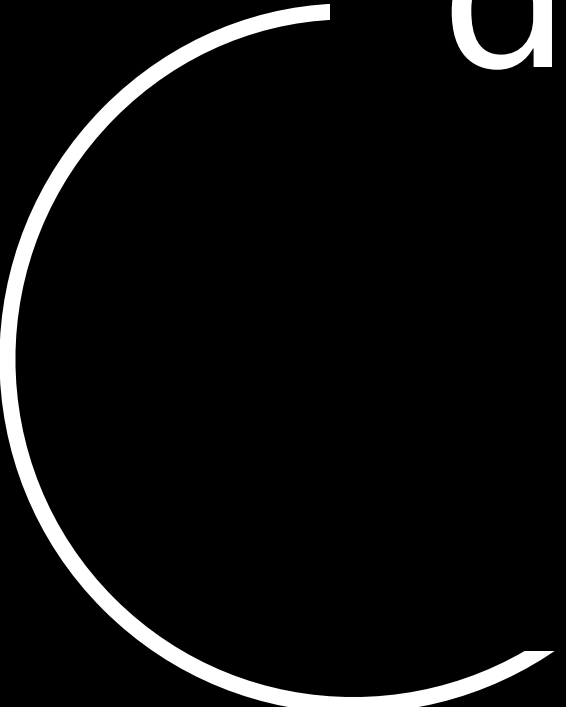
draw ←



mousePressed ←

setup ←

draw ←



mousePressed ← Event

draw

→ mouseIsPressed

mousePressed

02 Bedingte Anweisung



5 > 6

→ false

70 < 210

→ true

5 > 6 → false

70 < 210 → true


```
if ( _____ ) {
```

```
}
```

```
if ( 5 > 6 ) {  
    • • fill(255, 0, 0);  
}
```

Vergleichsoperatoren

<

<=

==

>=

>

```
if ( mouseX > 150 UND mouseX < 250 ) {  
    • • fill(255);  
}
```

```
if ( mouseX > 150 && mouseX < 250 ) {  
    • • fill(255);  
}
```

```
if ( mouseX > 150 && mouseX < 250 ) {  
    • • fill(255);  
}
```

```
if ( mouseX < 150 || mouseX > 250 ) {  
    • • fill(255);  
}
```

```
if (...) {
```

```
} else {
```

```
}
```

```
if (...) {
```

```
...
```

```
} else if (...) {
```

```
...
```

```
} else if (...) {
```

```
...
```

```
} else {
```

```
...
```

```
}
```



```
if (...) {
```

```
...
```

```
} else if (...) {
```

```
...
```

```
} else if (...) {
```

```
...
```

```
} else {
```

```
...
```

```
}
```

