

# Boolean Operators

Topic

Scratch 2.0 Help Cards



Theory



**and** - Both conditions need to be met to action something.



**or** - Only one conditions need to be met out of the two to action something.



**not** - Used to show the reverse as a trigger to action something.



**or** - Only one conditions need to be met out of the three.



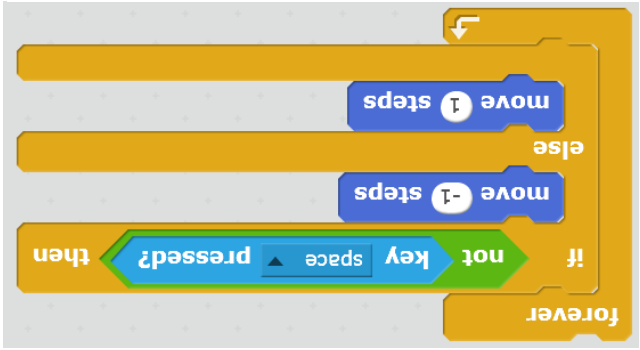
**and** - All three conditions need to be met to action something.

**Not** can be used with **and** or

Examples



**or** - Only one conditions need to be met out of the two. Forever if touch blue or yellow then stop all.



**not** - Used to show the reverse as a trigger. Forever if key space bar is not pressed then move -1 step. Else if it is pressed move 1 step.

