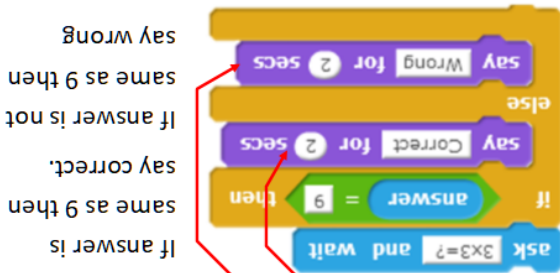
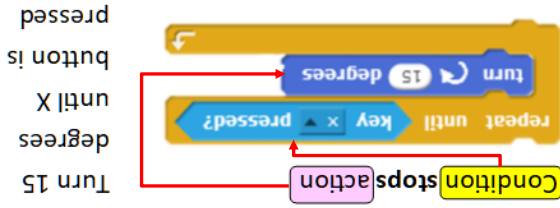




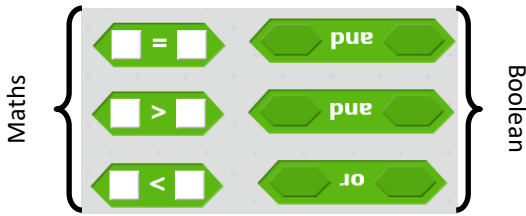
Condition acts like a switch between two possible actions



Only one action can be run (if or else)



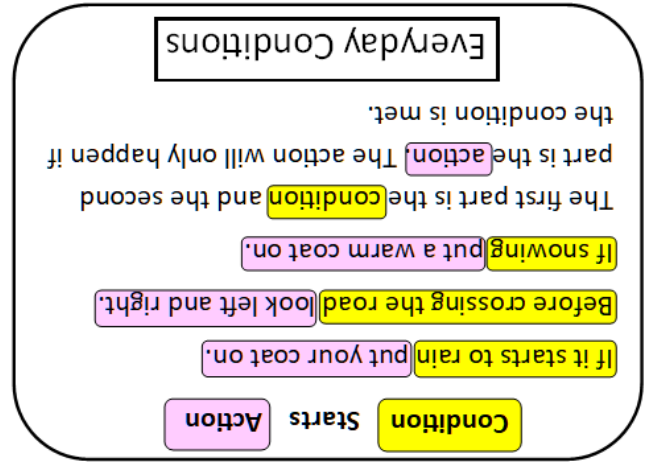
Conditions can be adapted by Boolean operators and mathematical operations.



Scratch 2.0 Help Cards

Topic

# Conditional Selection



Programming that starts or is affected by a condition

