

Conditional Selection

Programming that starts or is affected by a condition

Condition Starts **Action**

If it starts to rain put your coat on.

If you want to cross the road look left and right.

If snowing put a warm coat on.

The first part is the **condition** and the second part is the **action**. The action will only happen if the condition is met.

Everyday Conditional Selection

Condition stops repeated **action**



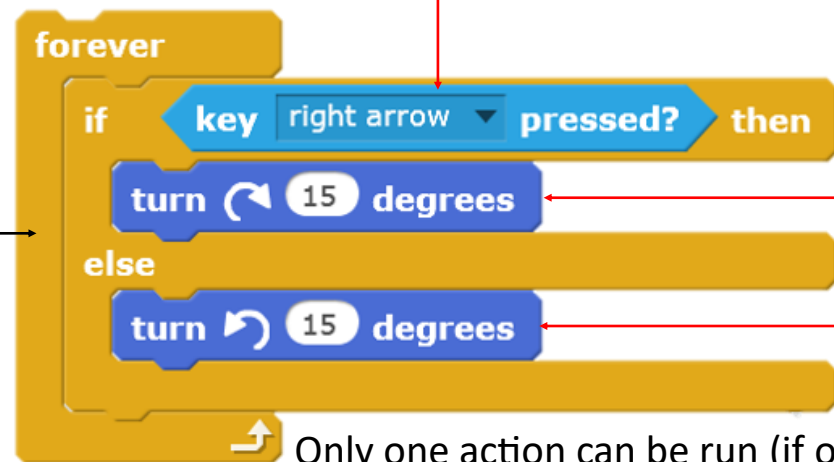
Repeat until is a loop

Turn right 15 degrees until X button is pressed

Programming **condition** starts **action**



Condition switches between **actions**



Only one action can be run (if or else)

The forever loop means the condition is checked over and over again.

Programming Conditions

