

Conditional Selection

Programming that starts or is affected by a condition

Condition starts **action**

If it starts to rain put your coat on.

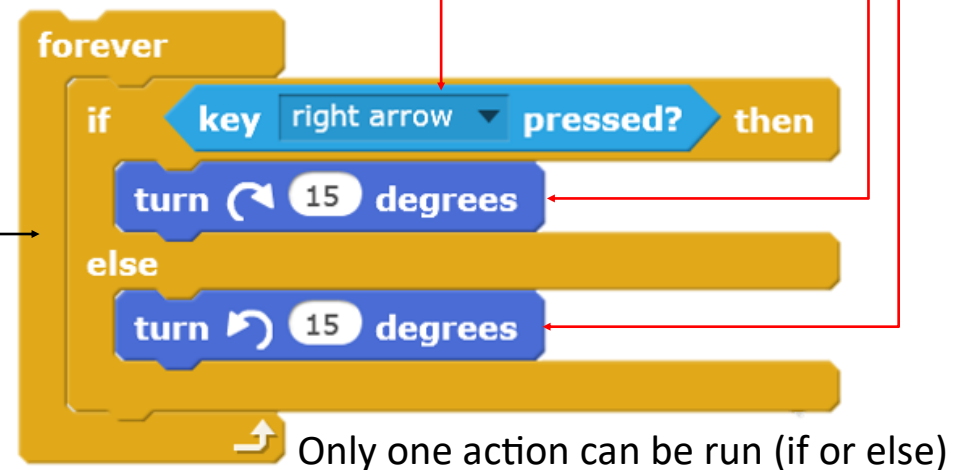
Programming **condition** starts **action**



Condition switches between **actions**

If it is cold outside put a jumper on otherwise wear a t-shirt

Condition switches between **actions**



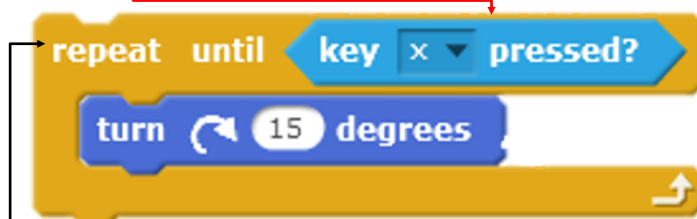
Only one action can be run (if or else)

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

Condition stops repeated **action**

Keep jumping until I say stop.

Condition stops repeated **action**



Repeat until is a loop

Turn right 15 degrees until X button is pressed