

**Programming Condition Starts Action**

A condition can start one or more actions

Some of the conditions you can use to start actions

touching Sprite ?

mouse down?

key p pressed?

color is touching ?

touching color ?

touching edge ?

touching mouse-pointer ?

if condition then

Action

Action

Action

**Programming Condition Starts Action**

If user presses the s key  
Character goes to x 0 y 0  
Points to the right

Loop lots

← If character is touching colour red  
Say What a lovely red.  
Loop always

If you are planning to use condition starts action, show actions that are started by indenting.

**Condition Starts Action Algorithm**

if touching color ? then

say What a lovely red. for 2 secs

### Debugging Condition Starts Action

**Add extra wait blocks** between every block of code. This will slow the program down and help you to see where the bug is. Increase very small numbers.

Do you want your **condition to be checked over and over again**? If you do make sure it is within a forever loop?

forever

if condition then

Action

Forever Loop

**Run the Condition Starts Action on its own** by left clicking on it separately

Is there **other code elsewhere** in your program that is affecting condition starts action code?

Has your condition starts action got a **time block inside** such as say for 2 seconds? This will slow the whole block down?



Code-it Programming Knowledge Cards

# Condition Starts Action

## Condition starts action

Everyday **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 (fulfilled).

if condition then

Action