If statements

• What types can you compare in an if statement?

If statements

• What types can you compare in an if statement?

  - Numbers
  - Directions
  - Paints
  - TextStrings
  - Objects
  - etc
Q1 Panda distanceTo
• What does this code do when it executes?
  – If the panda is more than two units from the bunny, the panda moves two units towards the bunny
  – Otherwise the panda says “I’m here”

• If the panda is 3 units from the bunny, can both the panda move and say “I’m here” happen?
  – NO! only one happens

Q2. Create line w/ Panda distanceTo
• How does one create first line of this code?
  – First drag in an IF tile and select True
  – Then click on True and select decimal number compare with greater than
  – Select numbers 1.0 and 2.0
  – Replace the 1.0 by dragging the function over it
Q2 Create line w/ Panda distanceTo

• How does one create first line of this code?

```python
if this.panda.getDistanceTo(this.bunny) > 2.0
    this.panda.moveToward(this.bunny, 2.0)
else
    this.panda.say("I'm here")
```

– First drag in an IF tile and select True
– Then click on True and select decimal number compare with greater than
– Select numbers 1.0 and 2.0
– Replace the 1.0 by dragging the function over it

Q3 Making decisions - If statement

• What happens when this code runs?

– Panda turns red and then panda turns blue

Q4 What happens when this If executes?

– Panda turns red and then panda turns blue
Q4 What happens when this If executes?

Q5 Execute a copy of the if again? (execute the same code a second time)

Q6 Execute a third copy of the if?
Q6 Execute a third copy of the if?

if this.bunny isBehind this.panda add detail is true then
else this.panda turn RIGHT, ≥0.5, asSeenBy this.panda

Class Today

• Working with making decisions