CompSci 94
Making Decisions with If statements
September 30, 2021

Prof. Susan Rodger

Announcements

• Assignment 3 due tonight!
  – Don’t forget the reflect form
• Videos and QZ10 due Thursday, Oct 7 when class starts
• Don’t get behind, be sure to check your grades on Sakai for Classwork

If statements

• What types can you compare in an if statement?

  if !true if true is true then
  drop statement here
  else
  drop statement here

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?

```plaintext
if this.panda getDistanceTo this.bunny > 2.0 is true then
   this.panda moveToward this.bunny, 2.0 add detail
else
   this.panda say "I'm here" add detail
```

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

Q2. Create line w/ Panda distanceTo

• How does one create first line of this code?

```plaintext
if this.panda getDistanceTo this.bunny > 2.0 is true then
   this.panda moveToward this.bunny, 2.0 add detail
else
   this.panda say "I'm here" add detail
```

Q3 Making decisions - If statement

• What happens when this code runs?

```plaintext
if this.panda getPaint ≠ RED is true then
   this.panda setPaint RED add detail
else
   this.panda setPaint BLUE add detail
```

Q4 What happens when this If executes?

```plaintext
if this.bunny isBehind this.panda add detail is true then
   this.bunny turn RIGHT, 0.5, asSeenBy this.panda
else
   this.panda turn RIGHT, 0.5, asSeenBy this.bunny
```
Class Today

• Working with making decisions