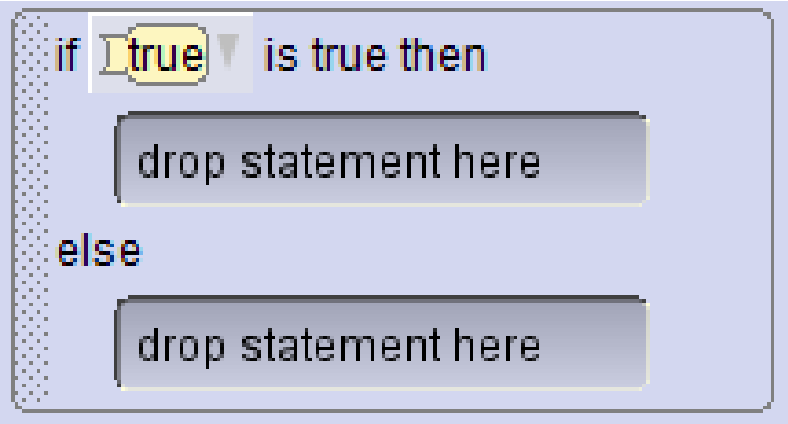
CompSci 94
Making Decisions with If statements
September 30, 2021



Prof. Susan Rodger

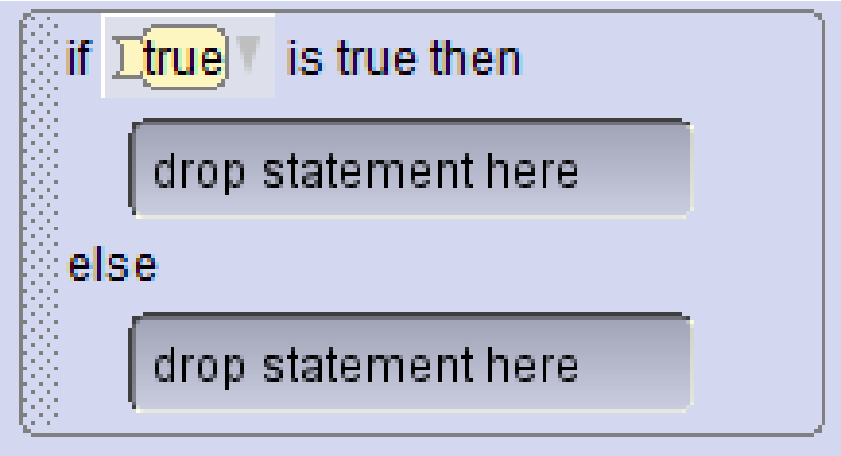
Announcements

- 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

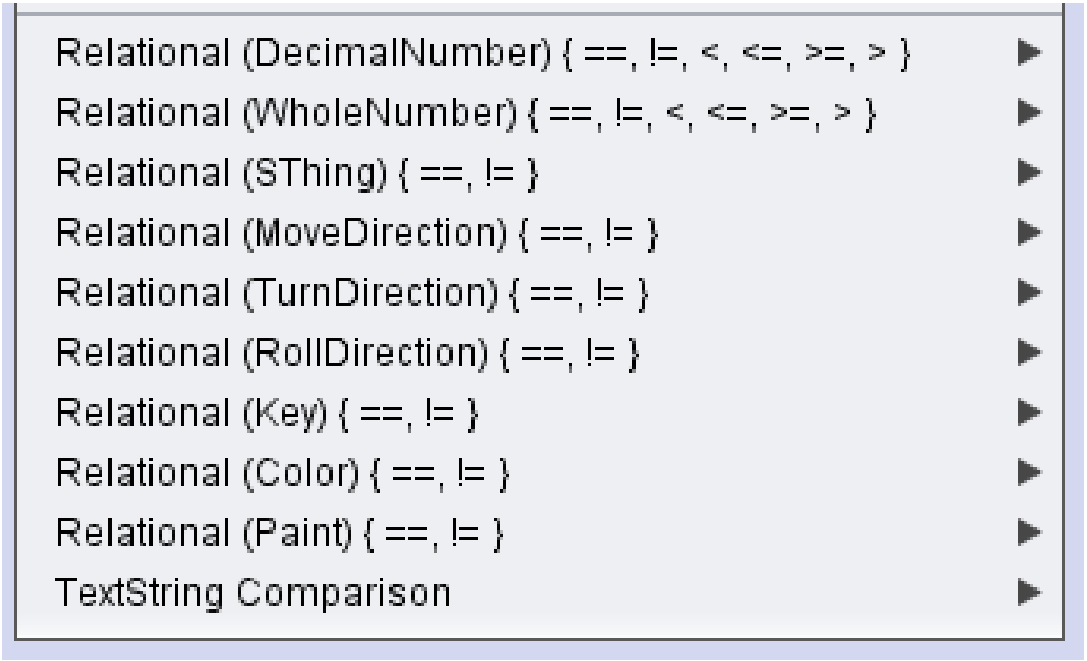
If statements

- What types can you compare in an if statement?



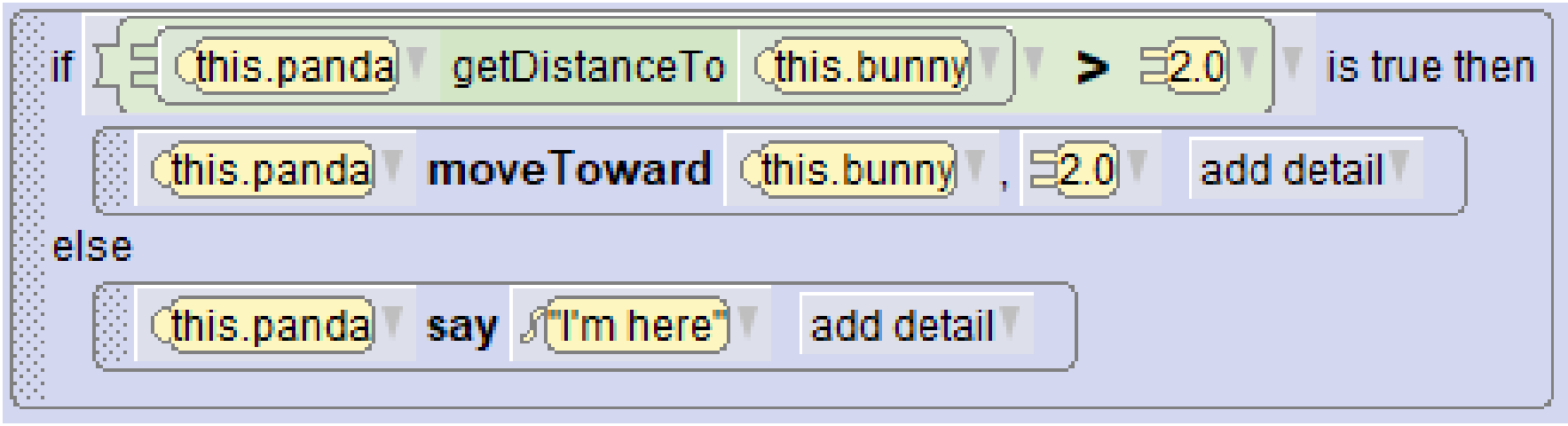
If statements

- What types can you compare in an if statement?
  - Numbers
  - Directions
  - Paints
  - TextStrings
  - Objects
  - etc



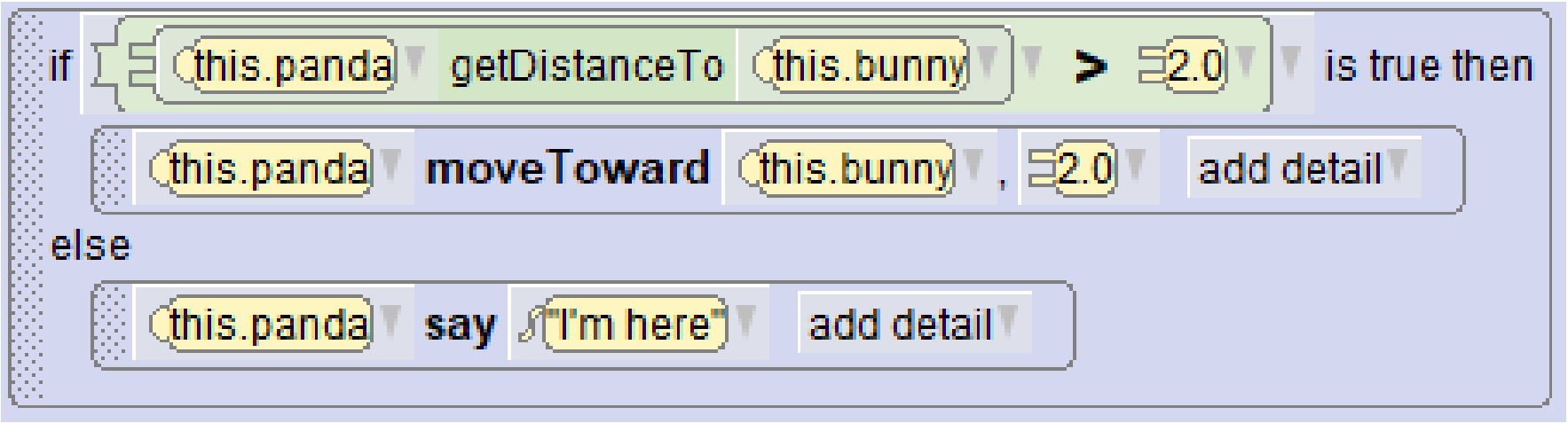
Q1 Panda distanceTo

- What does this code do when it executes?



Q2. Create line w/ Panda distanceTo

- How does one create **first line** of this code?



Q3 Making decisions - If statement

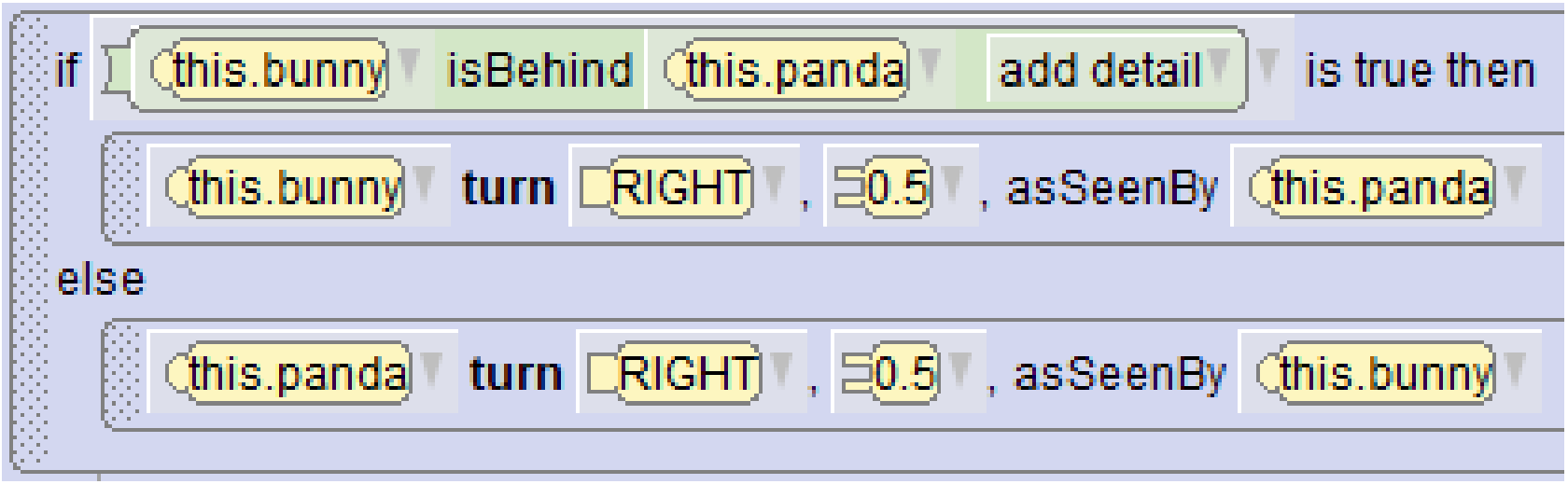
- What happens when this code runs?

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

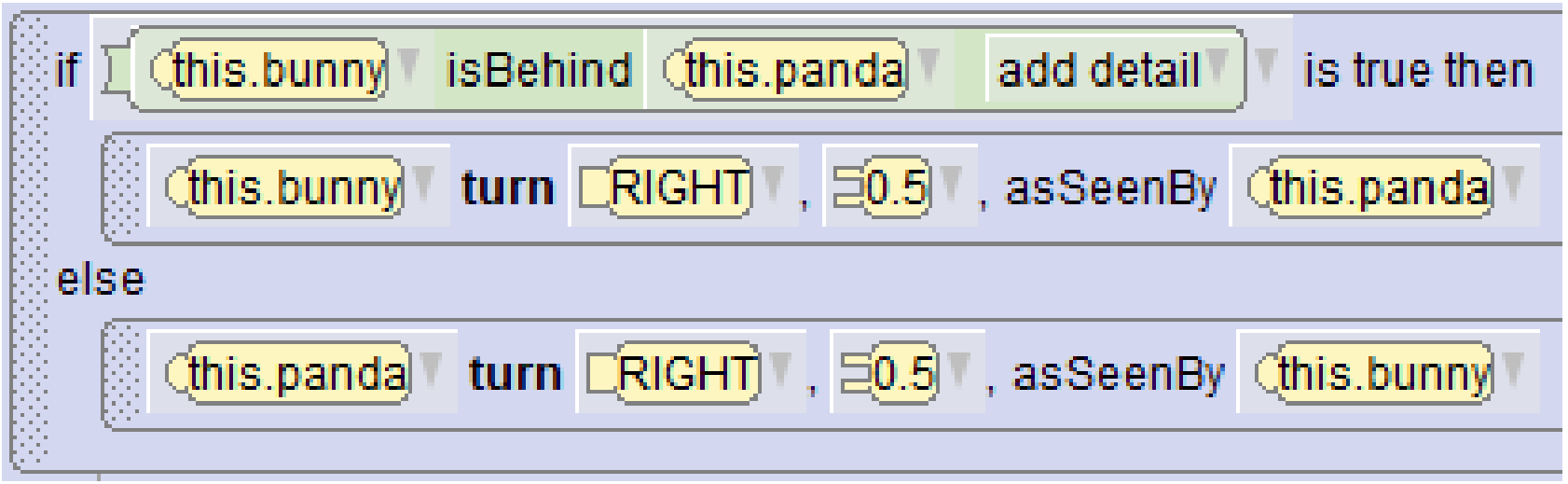
Q4 What happens when this If executes?

```
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
```

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



Q6 Execute a third copy of the if?



Class Today

- Working with making decisions