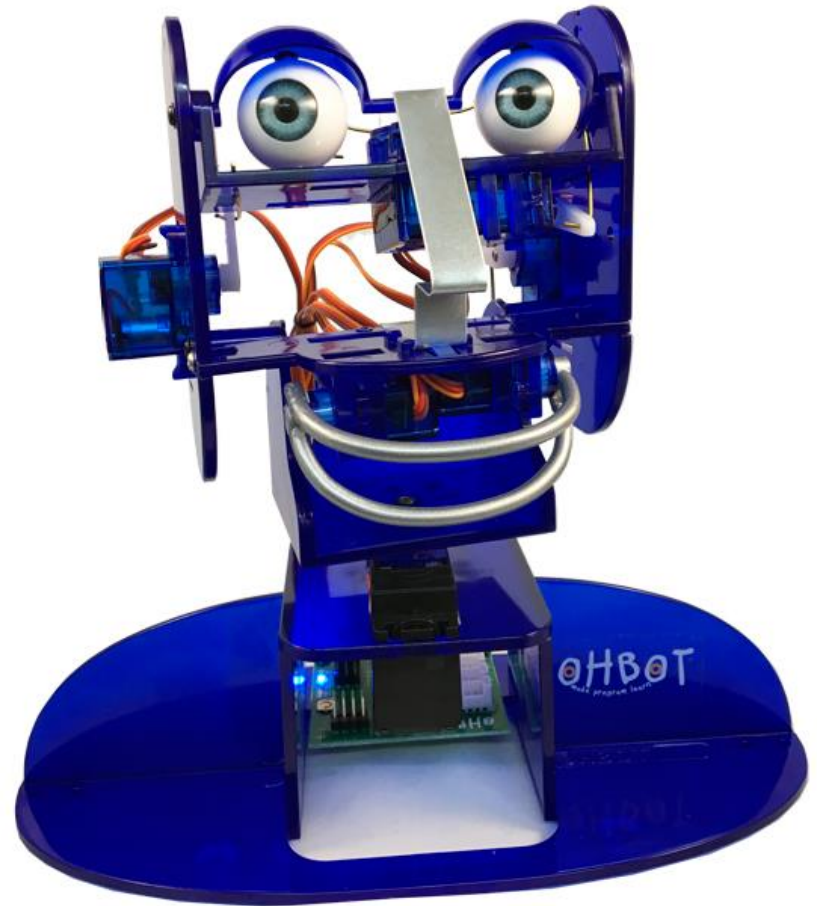
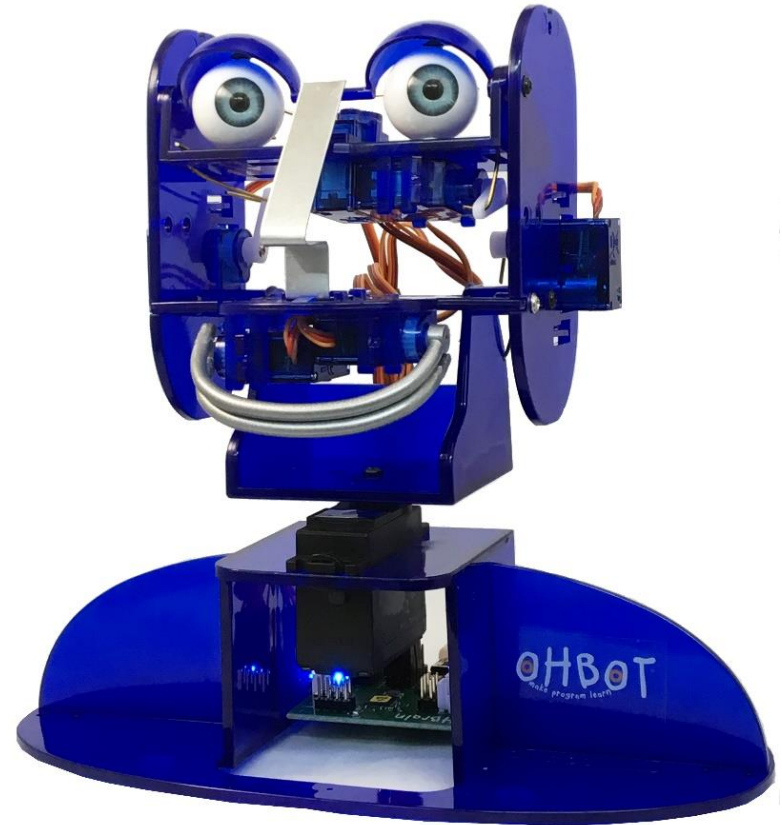


Lesson 2: If-then

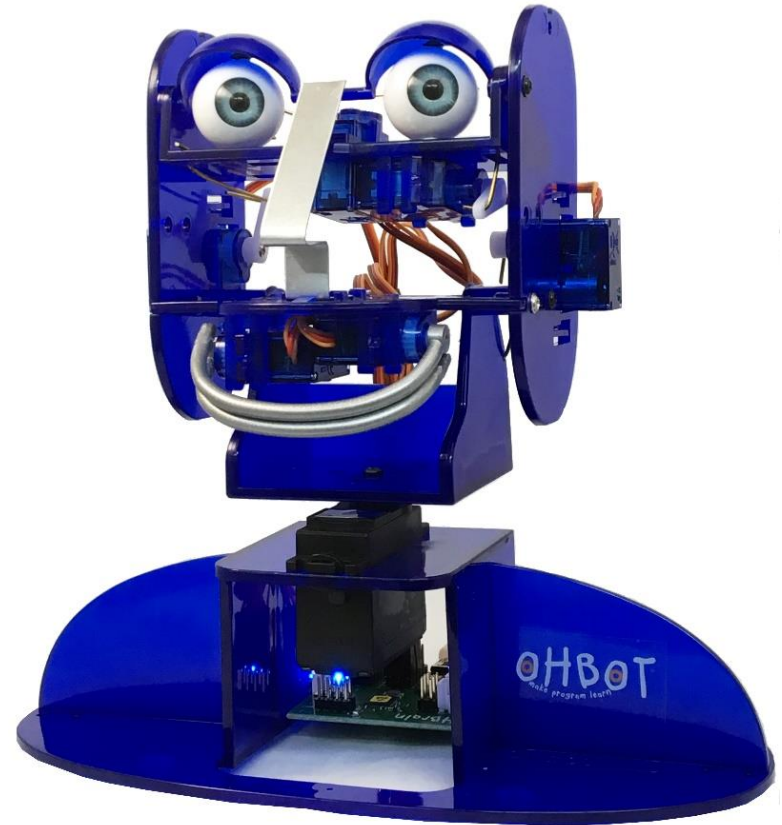
I can use an if-then instruction in my program



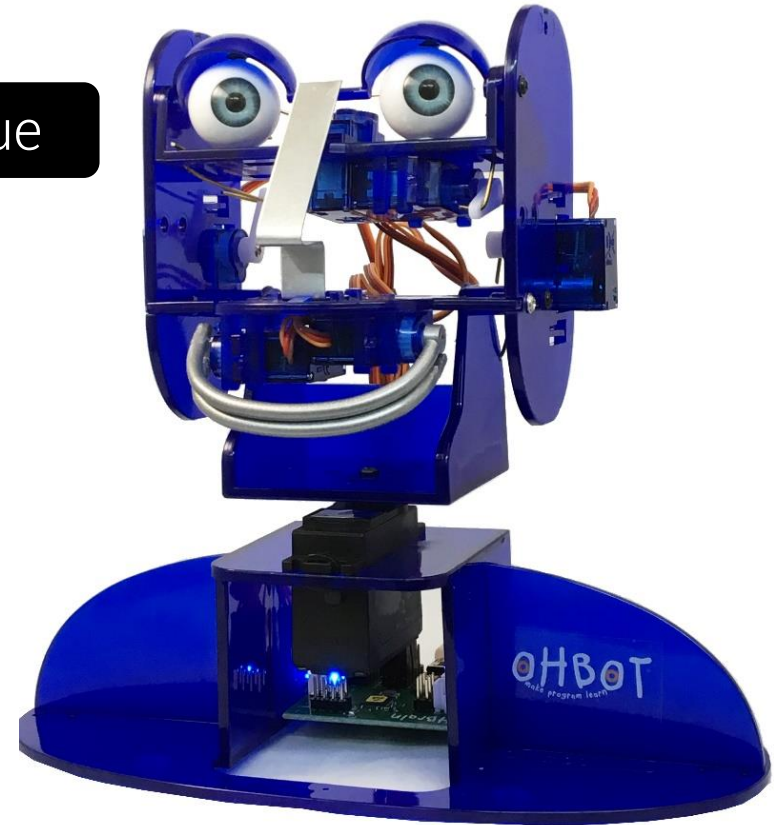
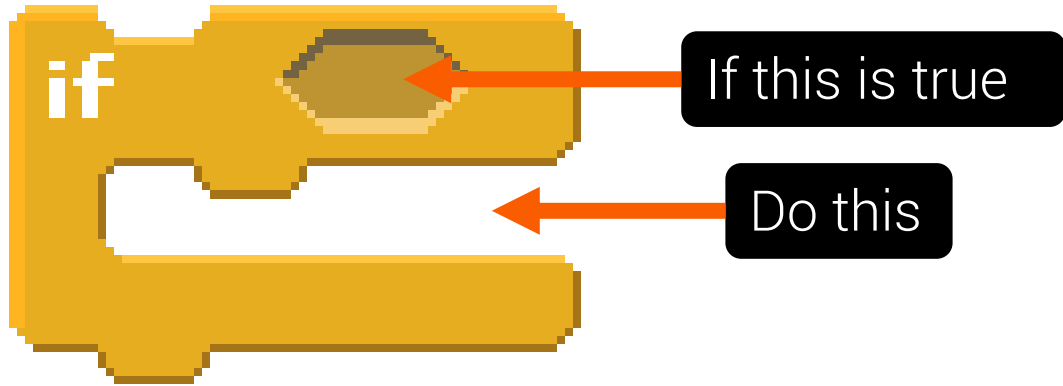
What does 'if' mean?



Can you put 'if' into a sentence?



If is a conditional instruction

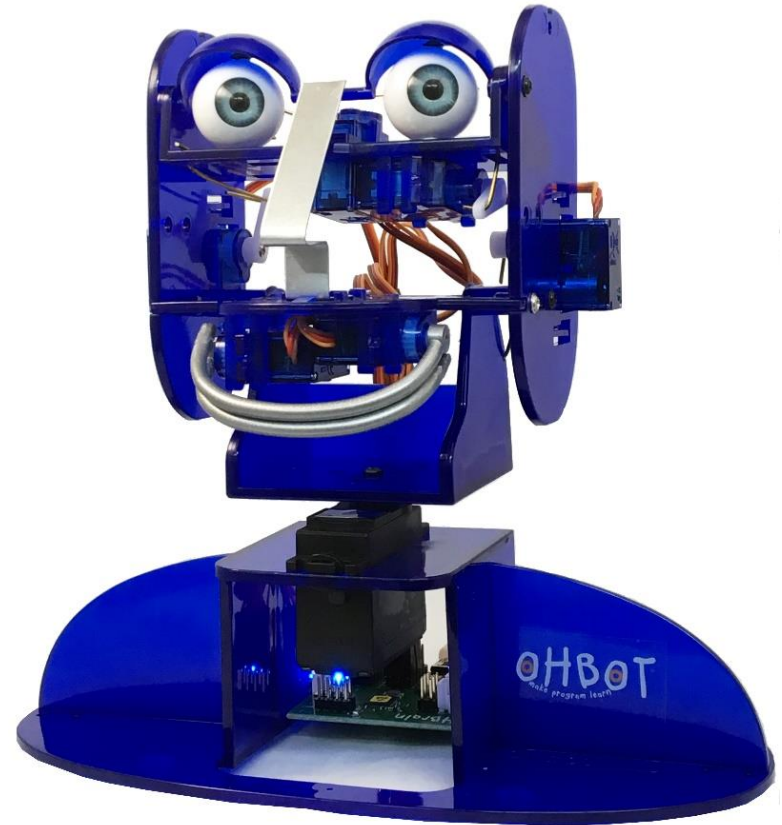


```
if key space pressed? then  
  say Hello! until done
```

I can say the correct response

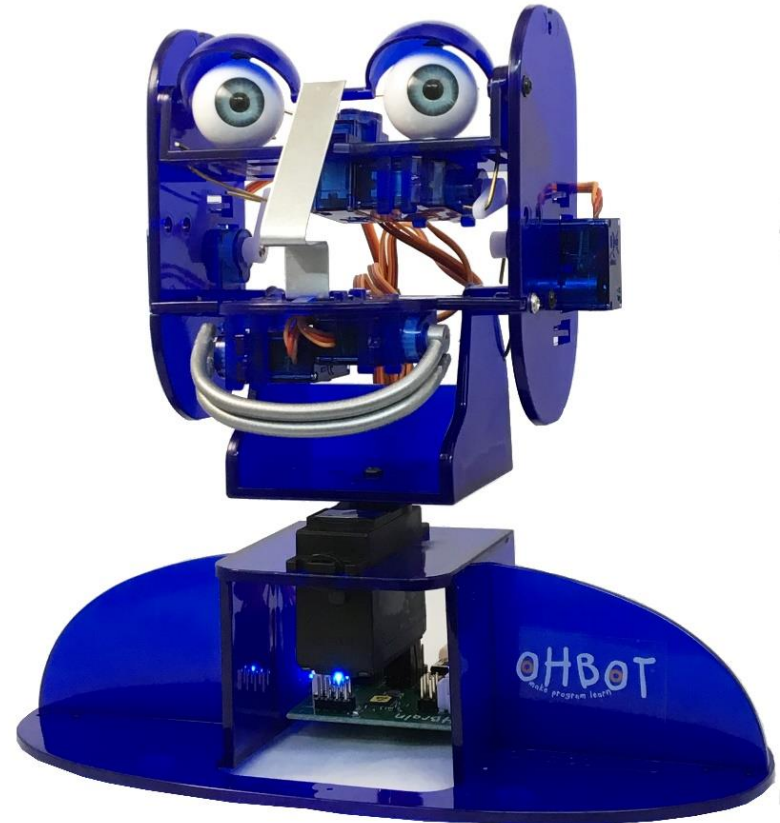
If it is before 12 noon, I say
good morning and if it is after
12 noon I say good afternoon.

File, Save As – “if current hour”



Using an *if* instruction

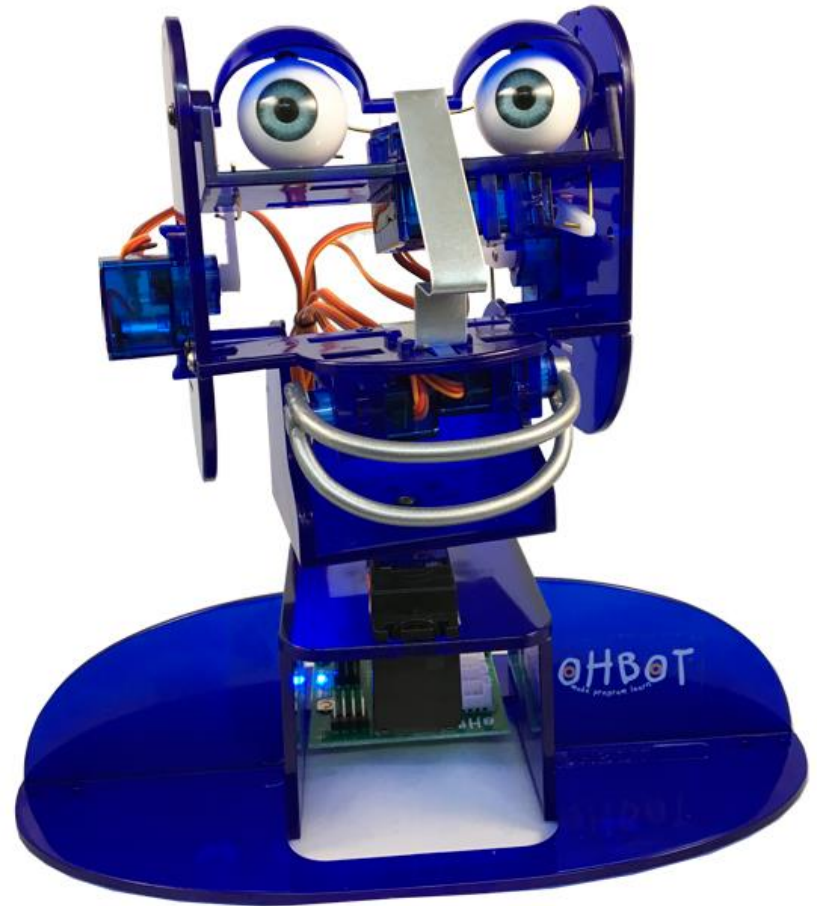
```
when clicked
if current hour > 12 then
say Good afternoon. This afternoon we will be having Games and computing. until done
if current hour < 12 then
say Good morning. What would you like for lunch today? until done
```



Demonstration

Ohbot asks you a question. You type an answer. Ohbot responds to your answer.

We can write code together. Ohbot will ask our name and respond.

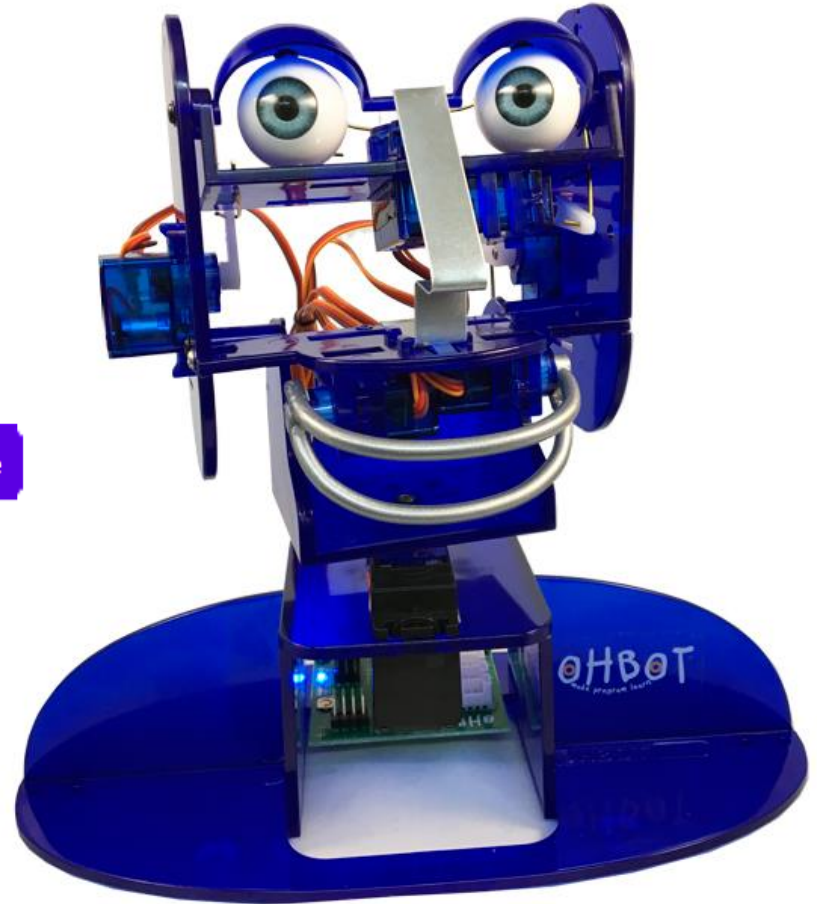


Demonstration

when  clicked

ask What's your name? and wait

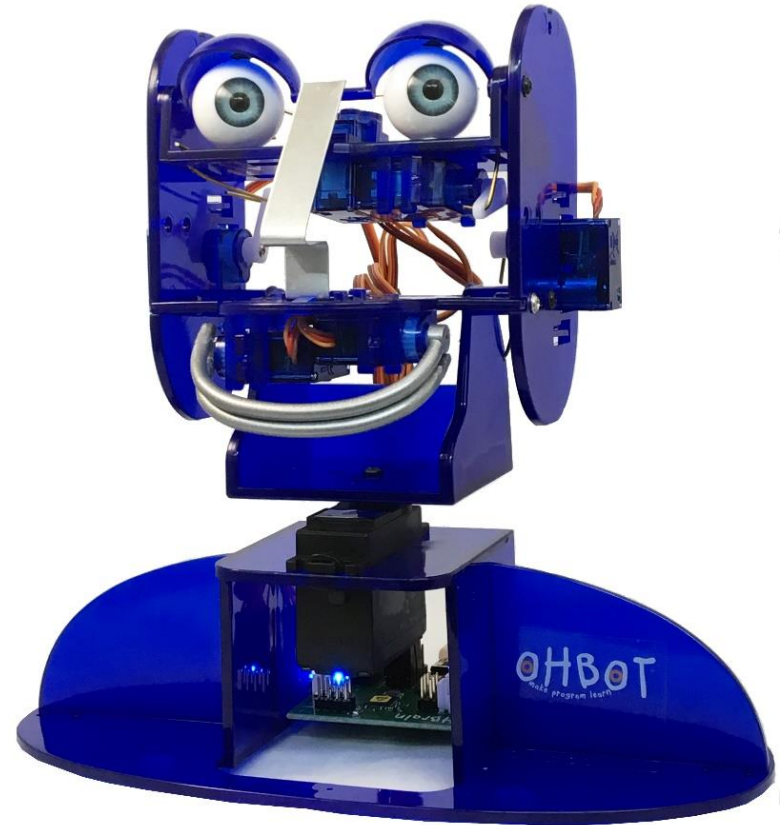
say join It's a pleasure to meet you answer until done



Activity 1

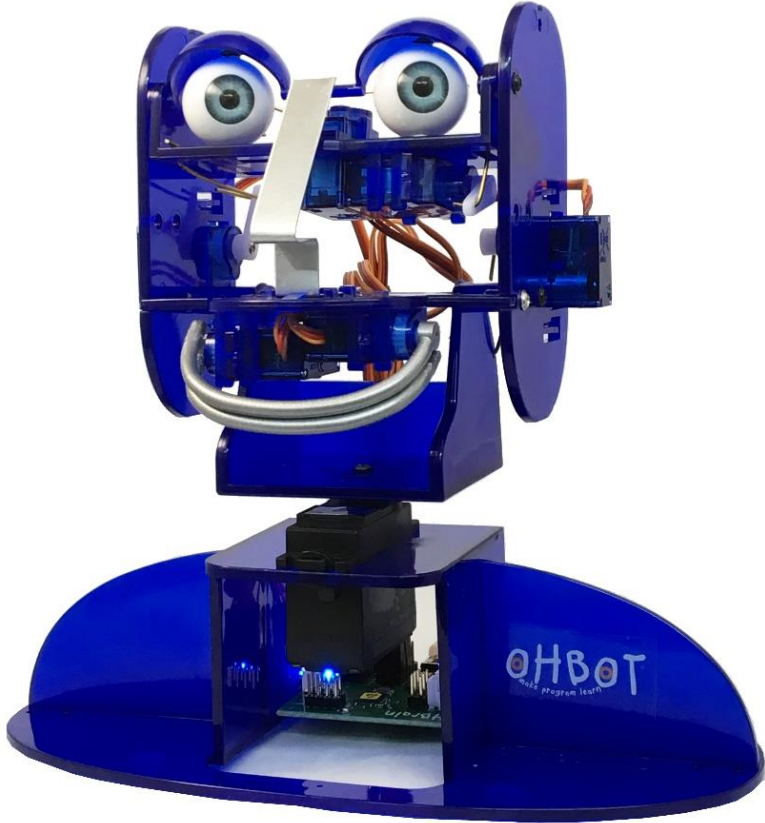
Ohbot can be programmed to respond to your question with different answers.

Can you write some code to ask the question, "Are you a boy or girl?" and respond appropriately?



Activity 1 Example

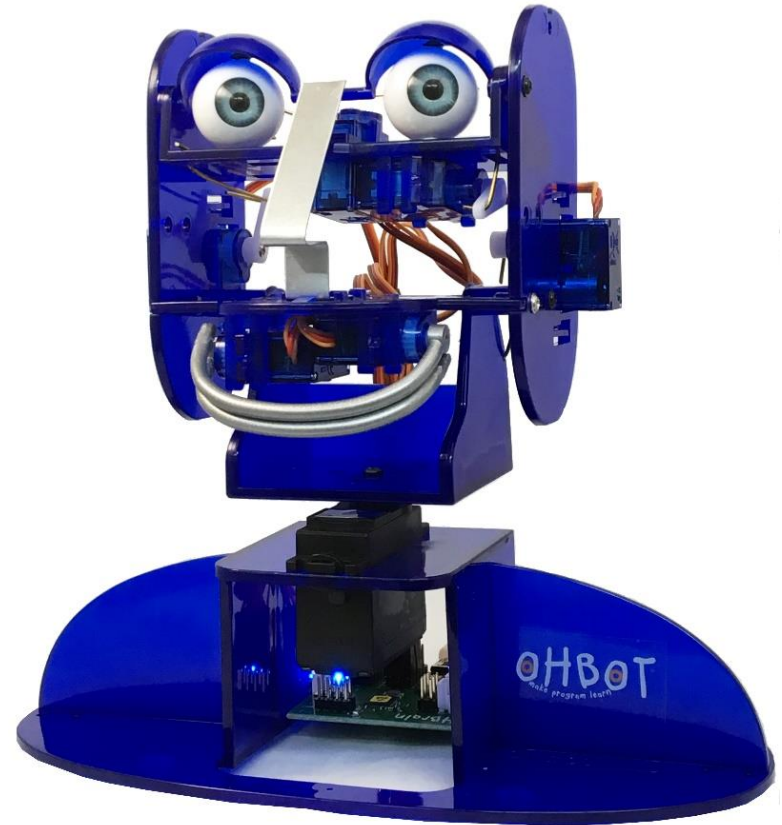
```
when clicked
ask Are you a boy or girl? and wait
wait 2 secs
if answer = boy then
say You are a male
if answer = girl then
say You are a female
```



Activity 2

Ohbot can respond to your question with different answers.

Can you write your own question for Ohbot to ask and respond to?



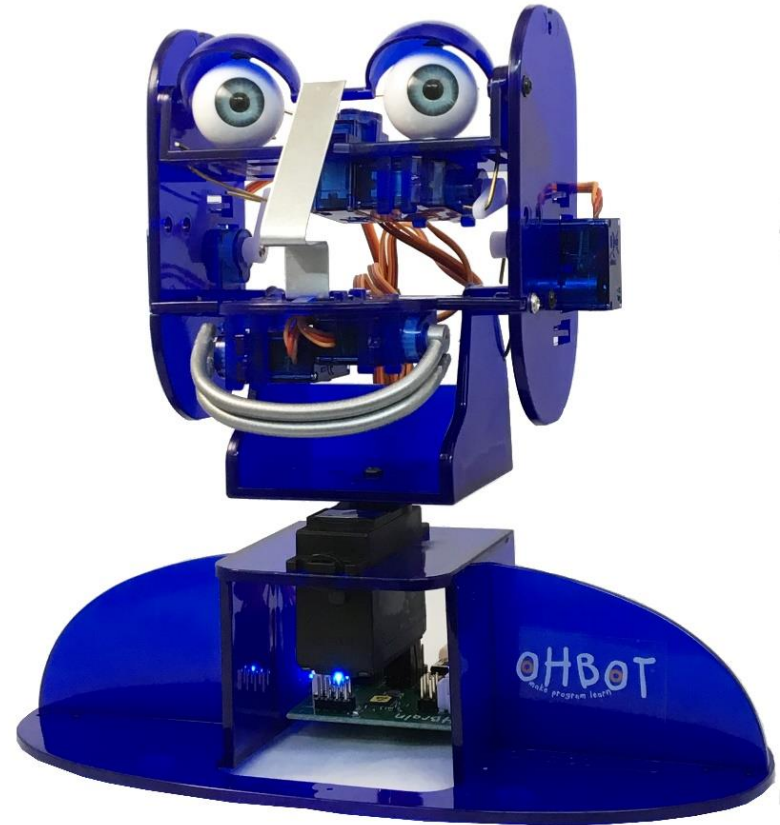
Extension 1



You will need a dice. Throw it.

Can you write a program so Ohbot asks the score and responds appropriately to each possible score?

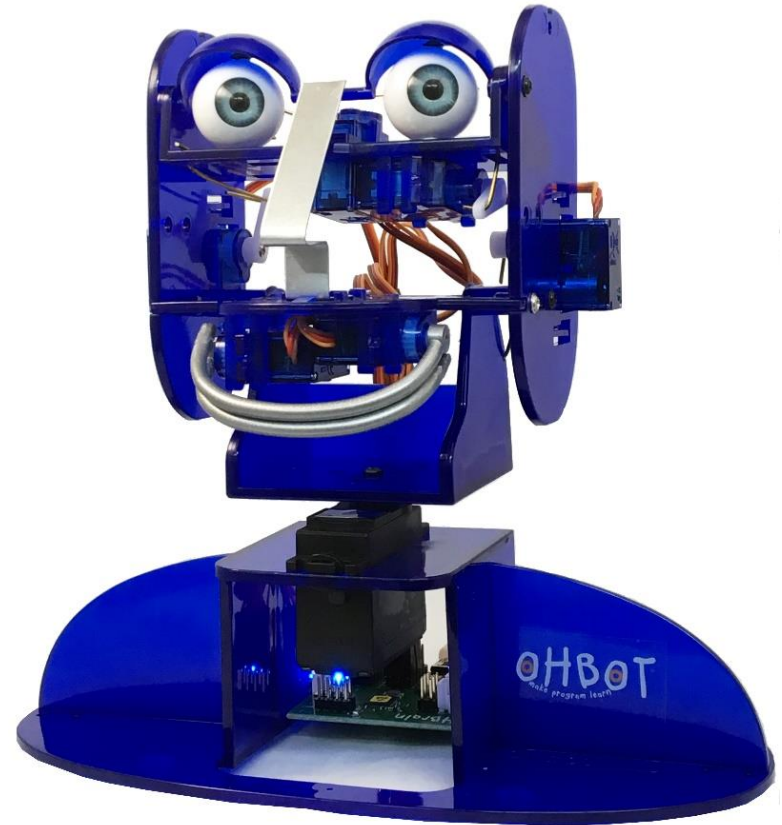
How many possible outcomes can you have with a dice? How many if commands will you need?



Extension 1 Example



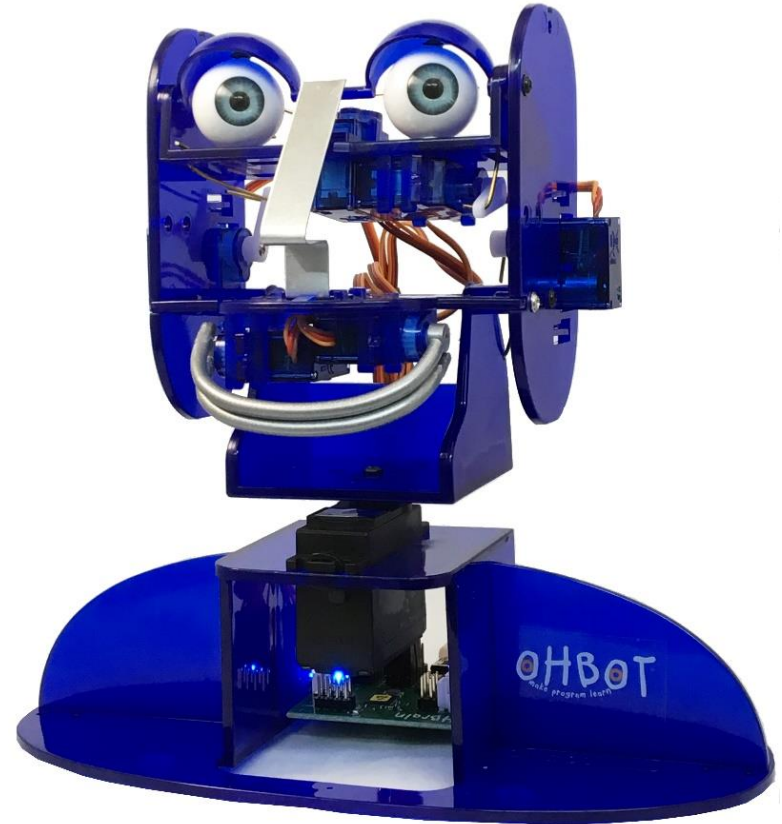
```
when clicked
ask "What score did you roll on your dice?" and wait
wait 2 secs
if answer = 1 then
say "what a shame. That is a low score."
if answer = 2 then
say "A couple scored."
if answer = 3 then
say "Half of the max."
if answer = 4 then
say "Not bad."
if answer = 5 then
say "Good score."
if answer = 6 then
say "Top score! You get to roll again."
```



Extension 2



Can you make Ohbot generate a random dice score between 1 and 6?



Extension 2 Example



```

Score on dice: 4.0
when clicked
set Score on dice to 0
wait 5 secs
set Score on dice to round pick random 1 to 6
if Score on dice = 1 then
say what a shame. That is a low score.
if Score on dice = 2 then
say A couple scored.
if Score on dice = 3 then
say Half of the max.
if Score on dice = 4 then
say Not bad.
if Score on dice = 5 then
say Good score.
if Score on dice = 6 then
say Top score! You get to roll again.
  
```

