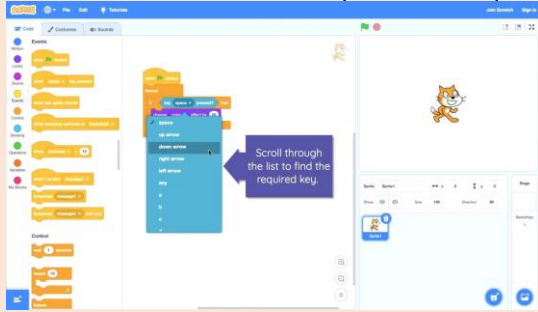


Year 5 – Programming B: Selection in Quizzes

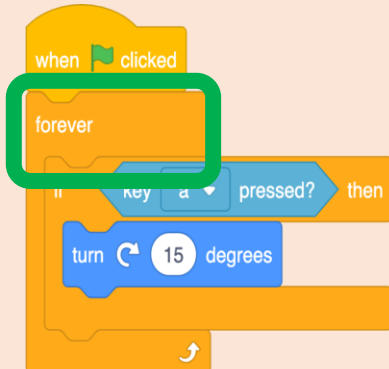
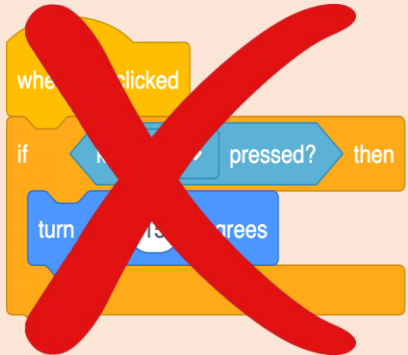
Condition in Programs:



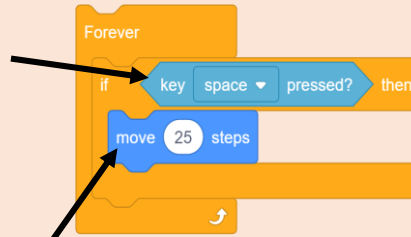
- This **block** can be used as a condition
- This **condition block** needs to be used with other blocks to control the flow of actions
- **Condition blocks** are all the same shape (a hexagon).



A forever loop means the condition within it will keep being in effect.

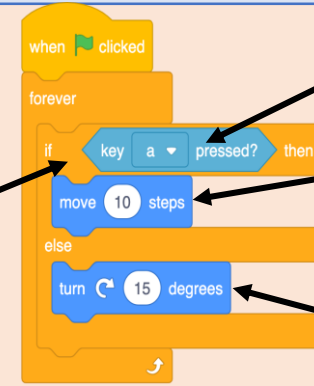


Condition: if space bar is pressed



Action: to be carried out when the condition is true

To write programs that use selection with two outcomes, we need to use an **if... then... else...** orange control block



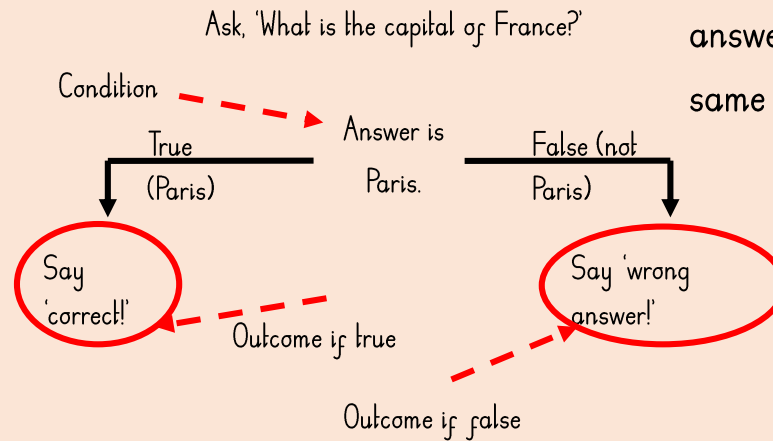
The **condition** is placed here

Actions to be carried out when the condition is **true** are placed here

Actions to be carried out when the condition is **false** are placed here

Use an algorithm with a branching structure to plan your quiz:

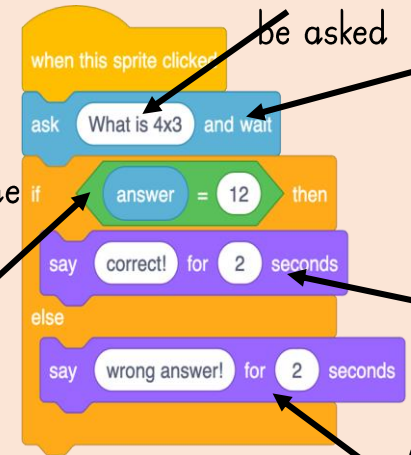
- The **condition (if)**
- The **outcome if the condition is true (then)**
- The **outcome if the condition is false (else)**



Question to be asked

Wait means an infinite loop is not needed

Condition — the answer is the same as '12'



Outcome if condition is true (**then**)

Outcome if condition is false (**else**)