

Assignment 5: Conditional Statements

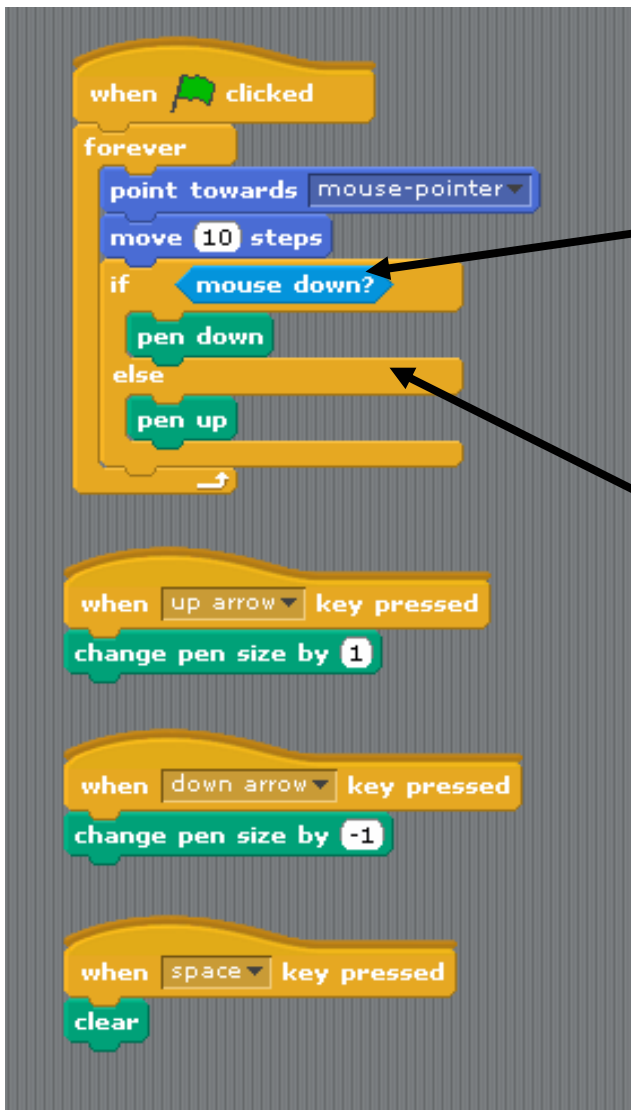
A **condition** is a test. It is usually set up like this:

If <<what is being tested happens>> then <<what do you want to have happen>>

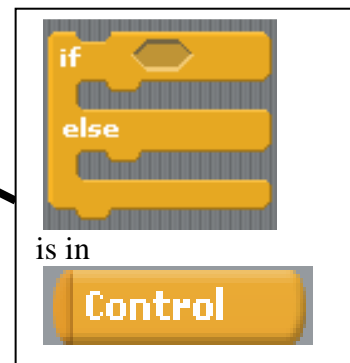
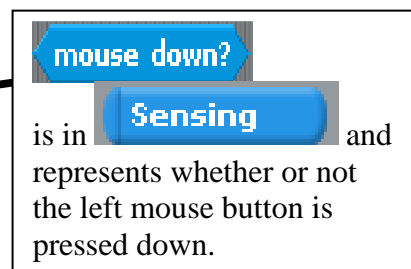
An example:

If it is your birthday, then you are one year older (*add one to your age*)!

These tests are extremely important to be able to control how a program runs.



1) Make a new scratch file, and then assemble the program on the left.



2) Save the file as "5-drawing"

The final program will start drawing when you press the mouse down, draw a larger line when you press the up arrow, and draw a smaller line when you press the down arrow. It will also clear the screen when you press the space key.

Challenge:

- 1) Add to the program so that you can press the left and right arrow keys to change the colour that is being drawn
- 2) Change the picture so that instead of Scratch the cat drawing on the screen, you are instead using a pencil.

