#### Lesson 8: Boolean Expressions and "if" statements

Adapted from code.org curriculum

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#### Objectives: You will be able too...

- Given an English description write code (if statements) to create desired program logic
- We the comparison operators (<, >, <=, >=, ==, !=) to
  implement decision logic in a program.

#### When vs. If

- In everyday conversation, it is common to interchange the words "when" and "if," as in "If the user presses the button, execute this function."

## When vs. If

Revents? Here is one way to think about it:

- Sevents are setup by a programmer, but triggered by the computer at any moment in time.
- If statements are a way a programmer can have her code make a decision during the normal flow of execution to do one thing or another.

As we have already seen in prior lessons, an if statement is evaluated when the code reaches a particular line and uses a true/false condition (like a comparison between values e.g., score == 5), to decide whether to execute a block of code.

#### Flow Charts

Real Flow Charts – Activity Guide

# App Lab: Boolean Expressions and if-statements

# Wrap-up:

- "You've now had experience reasoning about ifstatements on paper with the "Will it Crash?" activity, and now actually writing if-statements in working code. Compare and Contrast these experiences.
- For this lesson, writing if-statements what was easy, what was hard?

#### Nested If Statements

"The last problem ("it's the weekend") was tricky. What made it hard? How did you end up solving it?"

## Nested If Statements

- "The last problem ("it's the weekend") was tricky. What made it hard? How did you end up solving it?"
  - What made it hard was that you needed to check more than one condition at the same time. You needed to say "it's Saturday OR Sunday". That's more than one condition to check.
  - So a solution (using only what we know so far...) is to nest if-statements.
  - Solution A statements is one way to check more than one condition at a time.

Vocabulary:

**Boolean** - A single value of either TRUE or FALSE

- Revealed a structure of the structure
- **Conditionals** Statements that only run under certain conditions.
- If-Statement The common programming structure that implements "conditional statements".
- Selection A generic term for a type of programming statement (usually an if-statement) that uses a Boolean condition to determine, or select, whether or not to run a certain block of statements.