

VEXEXP [If then] block

In this Lesson: You learn about what the [If then] block in VEXcode EXP is, and how it can be used in a project to make your robot make a decision to accomplish a task.

Definition(s):

- **[If then] block:** a C-block that runs the blocks inside of it when the Boolean condition is reported as TRUE

Note: To learn more about the blocks, you can access the Help in VEXcode IQ.



Notes:

- The [If then] block is used to make your robot make a decision. You can use multiple [If then] blocks in the same project (as shown in this example based on the project in the video).
 - The [If then] block accepts Boolean conditions, which report as TRUE or FALSE.
 - The [If then] block will run the blocks inside of it when the Boolean condition is reported as TRUE.
 - If the Boolean condition is reported as FALSE, the [If then] block will be 'skipped' in the project.
 - When you have multiple [If then] blocks in a project, the condition that is reported as TRUE will determine which [If then] block will run.
- The [If then] block will check a condition only **once** (as shown here on the left). Add a [Forever] block or a [Repeat] block to check conditions repeatedly (as shown on the right).

