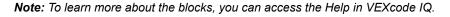
Name:	Date:	

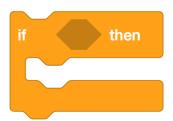
∨E×*EXP* [If then] block

<u>In this Lesson:</u> 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





Brain Check button

pressed? (TRUE)

Brain Right button pressed? (TRUE)

Brain Check button not pressed? (FALSE)

Brain Right button not pressed? (FALSE)

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.

Brain Check ▼ button pressed?

forward ▼ for 200

right ▼ for 90 degrees ▶

- 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).



