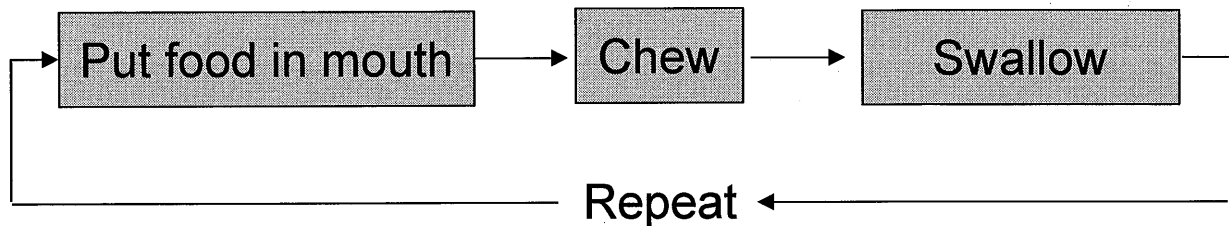


# Loop Blocks, *An Explanation*

Loop blocks are for repeating an action over and over and over. Often, we repeat the same thing many times over. For instance, when we eat we do this:



Rather than programming a long line of blocks to do this action, you can program a set of blocks that do the action one time and then place it all in a loop so it will repeat. Loops can go on for ever or be triggered to stop by one of the following things:

1. Forever: the loop will run until the dark button on the brick is pushed ending the program.
2. Sensor: Some sensor is triggered. Loops can be triggered by any of the sensors. More on that later.
3. Count: The number of times the robot executes the series of blocks in the loop. This does not mean counting in the sense of time. The number of counts is not a number of seconds.
4. Time: The number of seconds the loop should run. This can be useful, but realize that if the battery is well charged, it may travel farther than when the battery is worn down so the distances traveled may be different as the batteries wear down or get charged.
5. Logic: the loop is told to stop by a logic command. This will not be covered in this book.

The next mission will use a Loop block.