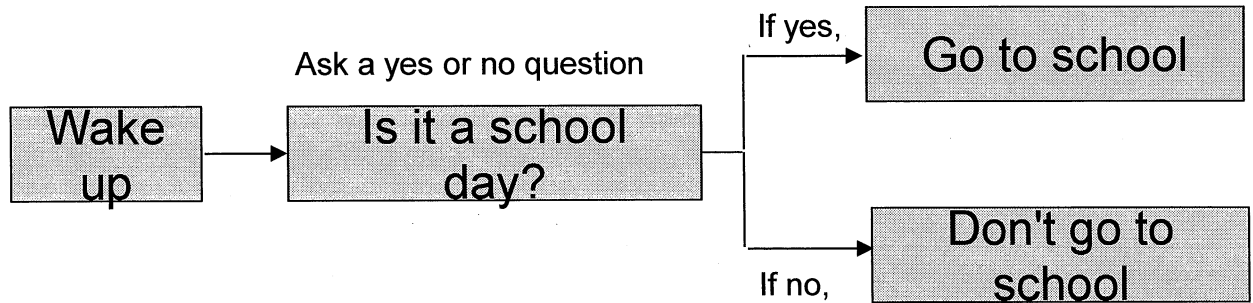


Switch Blocks, *An Explanation*

Switch blocks work sort of like wait blocks. A wait block lets the program do one thing under certain conditions and then start a different action if the condition changes. The difference is that a switch block allows the robot to decide between two or more actions depending for some conditions you set. We are only going to show how to use the switch to have only two choices right now. We will set some conditions that have to be matched to make a yes decision and if the condition is not matched, then it is a “no” decision. For instance, below is an simple example of this:



You wake up and you ask yourself if it is a school day. If the answer is yes, you move to the top choice and go to school. If the answer is no, you follow the bottom bar and you don't go to school. That works one time.

Now you could put this switch in a loop so every morning when you wake up you go through the same process over and over again: wake up, ask “Is it a school day?”, if the answer is yes you get up and if the answer is no you don't go to school, then you repeat process over again the next morning.

For example, you could use a touch sensor and that the condition is that the touch sensor is pushed because the robot hit a wall.

The switch makes the program make a decision. The conditions for the decision can be all sorts of things. It could be if the light sensor senses something dark or something light. It could be that the touch sensor bumps into something, It could be that the ultrasonic sensor senses something close or something far away. It could be the sound sensor senses a loud or soft sound or stops hearing a loud or soft sound.