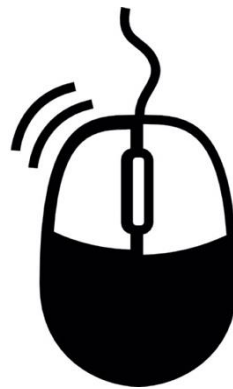


# EVENT

An action that causes something to happen



when click

when hit the ground

**USC**  
**Viterbi**

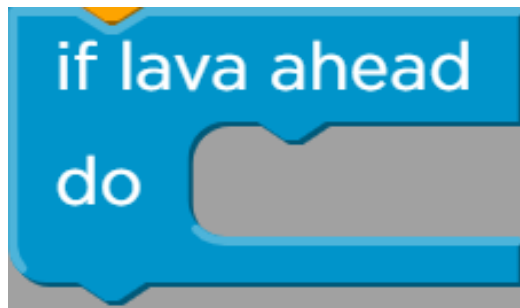
School of Engineering  
*VAST: Adopt-a-School,  
Adopt-a-Teacher*



<https://viterbipk12.usc.edu/bots>

# CONDITION

A statement that a program checks to see if it is true or false.

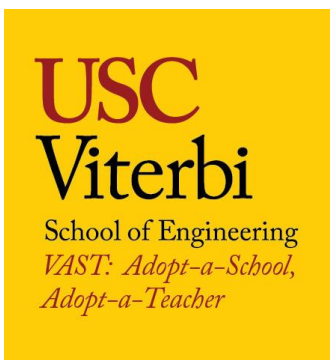


<https://viterbipk12.usc.edu/bots>

# CONDITIONALS

Statements that only run under certain conditions

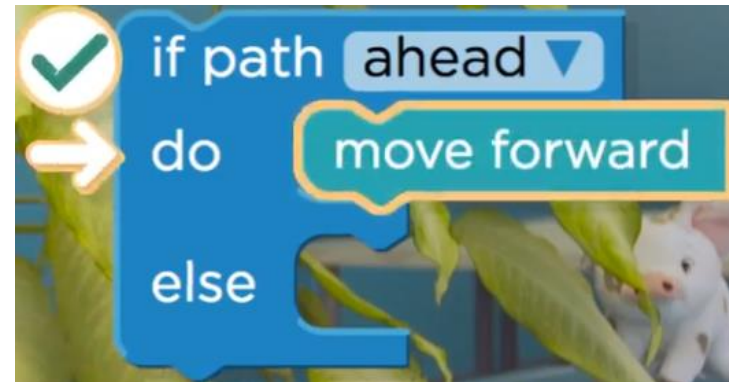
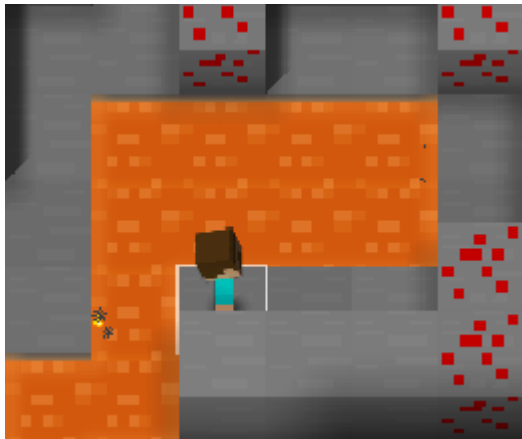
```
if lava ahead  
do place cobblestone ahead
```



<https://viterbipk12.usc.edu/bots>

# IF

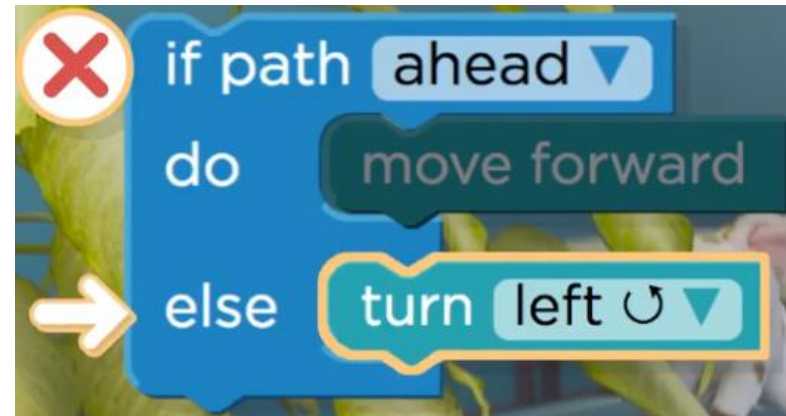
If a condition is true,  
an action is taken



<https://viterbipk12.usc.edu/bots>

# ELSE

If a condition is false,  
an action is taken here



<https://viterbipk12.usc.edu/bots>