EVENT

An action that causes something to happen

when click
when hit the ground

https://viterbipk12.usc.edu/bots
CONDITION

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

Statements that only run under certain conditions

if lava ahead
do place cobblestone ahead
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.