Month - October Ln-6 Creative Conditionals

Std - IV Making decisions with Conditional Logic

D-words.

1. Loop
2. Conditional
3. Hexagon
4. Statement
5. Random
6. Repeat
7. Effect
8. Block
9. Action
10. Animation.

F. Short answer questions.

1. What is a conditional statement in coding?

ans * A conditional statement checks if a condition is true or false

* Then decides which action the program should take

* Example - If we enter the correct password, then the computer will open.

2. How does the "if-then" block work in Scratch?

ans: * It checks a condition, and performs a specific action only if the condition is true. Otherwise, nothing happens.

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Example :

If it rains, then we wear raincoat

3. When should we use an "if-then-else" block in Scratch ?

ans * The if-then-else block checks a condition and performs one action if it is true and another action if it is false.

* Example :

If the answer is correct then, say "Good" else say "Try again".

4. What is the use of the "repeat until" block in Scratch.

ans: * It repeats certain actions continuosly until the given condition becomes true. Combining looping and Conditionals.

* Example :

Repeat until the bird touches the seed.

5. What is zero conditionals ?

ans. * Zero conditional is used to talk about facts or things that are always true.

* It describes things that happen every time a condition is met.

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* Example - If you touch fire, you get burned.

Note : Refer textbook for the lesson book back excercises, Very short answers/ short answers and competency based questions.

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