

If then else naredba - napredno – radni listić

Zadatak 1

Označi kategoriju naredbi u kojoj se nalazi naredba usporedbe.

- a) Input
- b) Logic
- c) Loops

Zadatak 2

Micro:bit mora prikazati strelicu u smjeru tipkala ili logotipa koji je pritisnut. Ako su pritisnuta tipkala A i B istovremeno, prikazana je strelica prema dolje. Smjesti navedene naredbe u polja za uvjete tako da je program radi ispravno. Testiraj ga u MakeCode editoru.

The image shows a Scratch code editor snippet and four event blocks. The code snippet is a 'forever' loop containing an 'if-then-else-if' structure. The event blocks are 'button A+B is pressed', 'button B is pressed', 'logo is pressed', and 'button A is pressed'.

```
forever
  if true then
    show arrow North
  else if then
    show arrow South
  else if then
    show arrow West
  else if then
    show arrow East
  else
    clear screen
```

button A+B is pressed

button B is pressed

logo is pressed

button A is pressed

Zadatak 3

Testiraj navedene programe u MakeCode editoru pa zaokruži programe za koje vrijedi: Kada je pritisnuto tipkalo B, na zaslonu je prikazana sličica srca, inače je zaslon prazan.

a)

```
forever
  if not button B is pressed then
    clear screen
  else
    show icon [heart icon]
```

Scratch code block a) consists of a 'forever' loop. Inside the loop, there is an 'if' block with the condition 'not button B is pressed'. If this condition is true, the 'clear screen' block is executed. If the condition is false, the 'show icon' block with the heart icon is executed.

b)

```
forever
  if button B is pressed then
    show icon [heart icon]
  else
    clear screen
```

Scratch code block b) consists of a 'forever' loop. Inside the loop, there is an 'if' block with the condition 'button B is pressed'. If this condition is true, the 'show icon' block with the heart icon is executed. If the condition is false, the 'clear screen' block is executed.

c)

```
forever
  if button B is pressed then
    clear screen
  else
    show icon [heart icon]
```

Scratch code block c) consists of a 'forever' loop. Inside the loop, there is an 'if' block with the condition 'button B is pressed'. If this condition is true, the 'clear screen' block is executed. If the condition is false, the 'show icon' block with the heart icon is executed.

d)

```
forever
  if not button B is pressed then
    show icon [heart icon]
  else
    clear screen
```

Scratch code block d) consists of a 'forever' loop. Inside the loop, there is an 'if' block with the condition 'not button B is pressed'. If this condition is true, the 'show icon' block with the heart icon is executed. If the condition is false, the 'clear screen' block is executed.