

## If then else naredba – radni listić

### Zadatak 1

Odaberi program za koji vrijedi:

Ako su pritisnute tipke A i B i glasnoća zvuka je veća od 200, neka se prikaže broj 1, a inače broj 0.

a)

```
forever
  if (button A+B is pressed and sound level > 200) then
    show number 1
  else
    show number 0
```

The code block 'a)' is a 'forever' loop containing an 'if-then-else' statement. The 'if' condition is 'button A+B is pressed' and 'sound level > 200'. The 'then' branch contains 'show number 1', and the 'else' branch contains 'show number 0'.

b)

```
forever
  if (button A is pressed or sound level > 200) then
    show number 1
  else
    show number 0
```

The code block 'b)' is a 'forever' loop containing an 'if-then-else' statement. The 'if' condition is 'button A is pressed' or 'sound level > 200'. The 'then' branch contains 'show number 1', and the 'else' branch contains 'show number 0'.

c)

```
forever
  if (button A+B is pressed and sound level > 200) then
    show number 0
  else
    show number 1
```

The code block 'c)' is a 'forever' loop containing an 'if-then-else' statement. The 'if' condition is 'button A+B is pressed' and 'sound level > 200'. The 'then' branch contains 'show number 0', and the 'else' branch contains 'show number 1'.

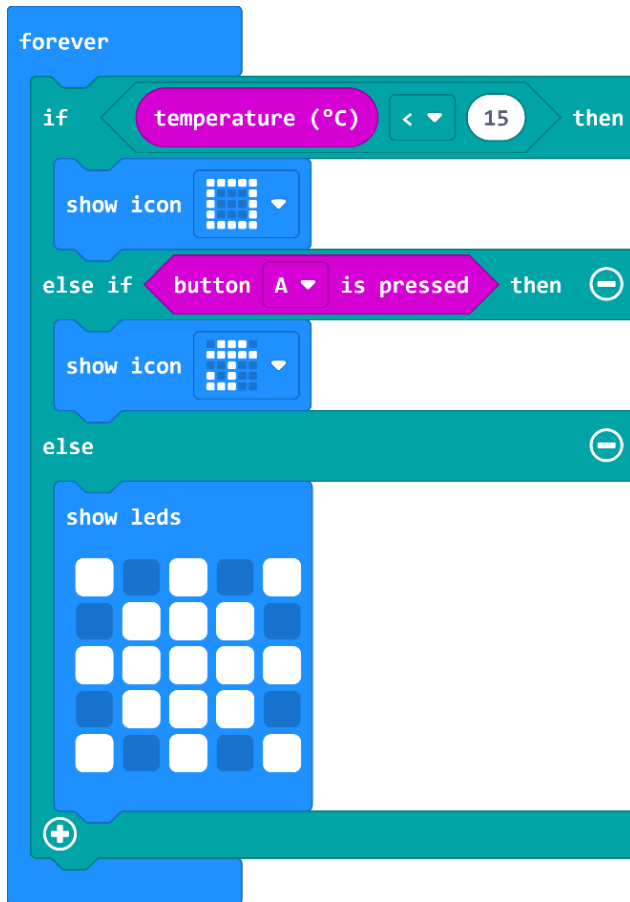
d)

```
forever
  if (button A+B is pressed or sound level ≤ 200) then
    show number 1
  else
    show number 0
```

The code block 'd)' is a 'forever' loop containing an 'if-then-else' statement. The 'if' condition is 'button A+B is pressed' or 'sound level ≤ 200'. The 'then' branch contains 'show number 1', and the 'else' branch contains 'show number 0'.

## Zadatak 2

Prouči sliku programa, isprobaj ga u MakeCode editoru i simulatoru te u tablicu upiši koja slička se prikazuje za svaki od uvjeta.



Ako je temperatura manja od 15 stupnjeva prikazana je slička:	
Ako je temperatura veća od 15 stupnjeva prikazana je slička:	
Ako je temperatura veća od 15 stupnjeva i pritisnuta tipka A prikazana je slička:	
Ako je temperatura manja od 15 stupnjeva i pritisnuta tipka A prikazana je slička:	