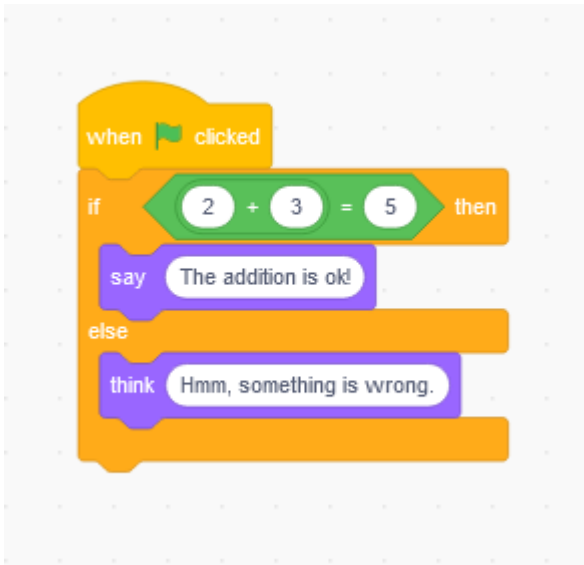# Control: conditions

Conditions are a type of blocks that evaluate something, and if it is true, then the blocks nested inside it are executed. They are available in the **Control** menu.
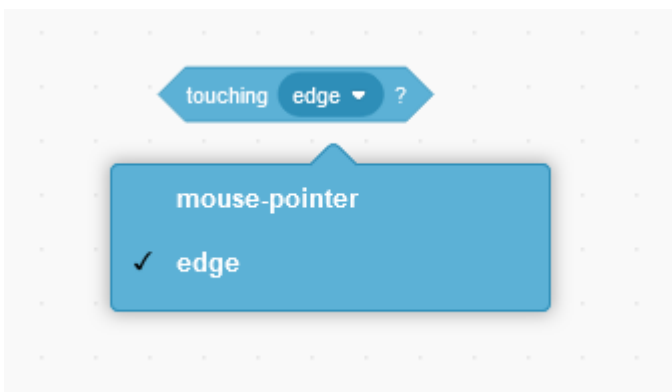
Add these blocks and test them by clicking on the flag. The green blocks are in the **operators** menu. The purple blocks in the **Looks** menu.
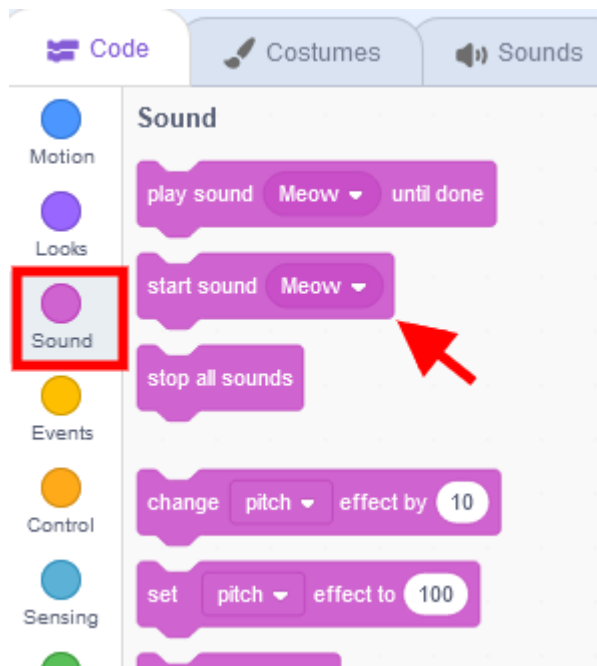

In these blocks it is verified that 2+3=5, and since it is true, then the cat says "The addition is ok". If you change the 5 to any other value, for example 6, the condition 2+3=6 is false, and the cat says "Hmmm, something is wrong."

Practical case

Let's create a program that will make the cat meow when it touches the edge of the stage. To do this, in the **Sensing** menu, we will use the Touching? block.
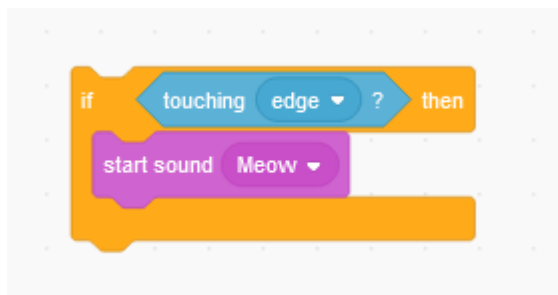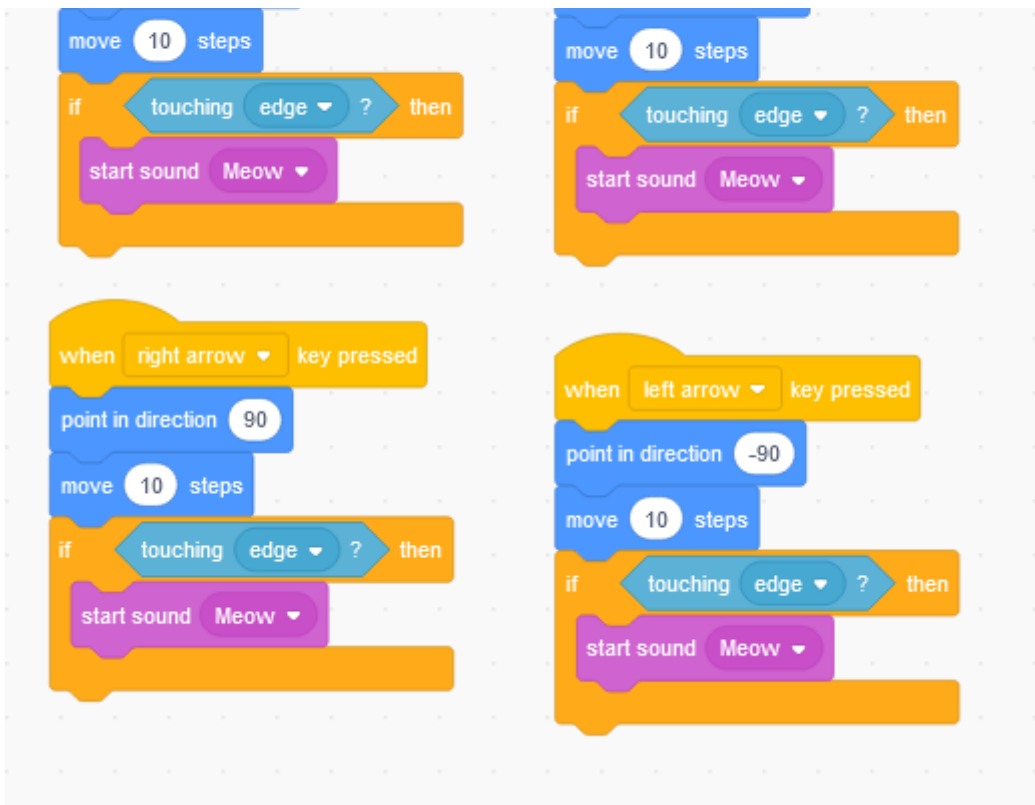
We will need the **sound** menu too.

Solution

First we have to create the blocks that check if we are touching the edge, and then meow:

A possible solution in the previous exercise for adding the edge touch check is to add it right after moving the cat in all directions. The option **duplicate** is perfect for this.
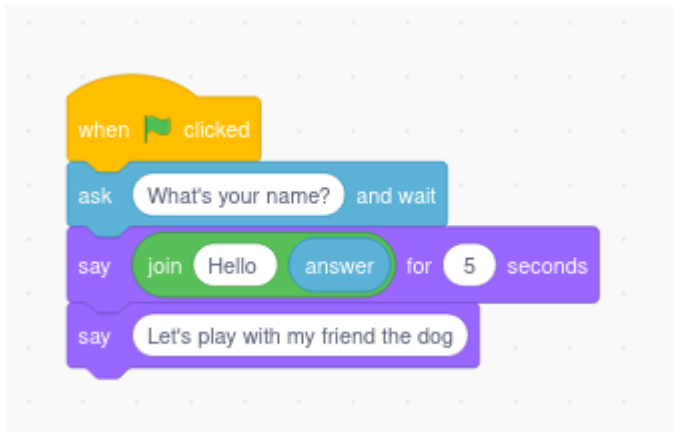
Sensing blocks allow to

add more **interactivity** with the user, with the block *ask and wait.*

Practical case

Create a program that asks you your name, and then greet you saying "Hello" and your name, and then invite you to play with the dog.

Solution

We will use a system variable available in Sensing blocks called **answer** that stores the answer received, and the operator block to concatenate words in a text message.

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