

Sprite wants to know ...

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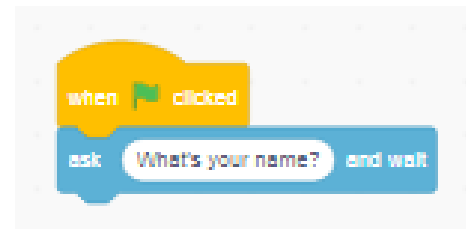
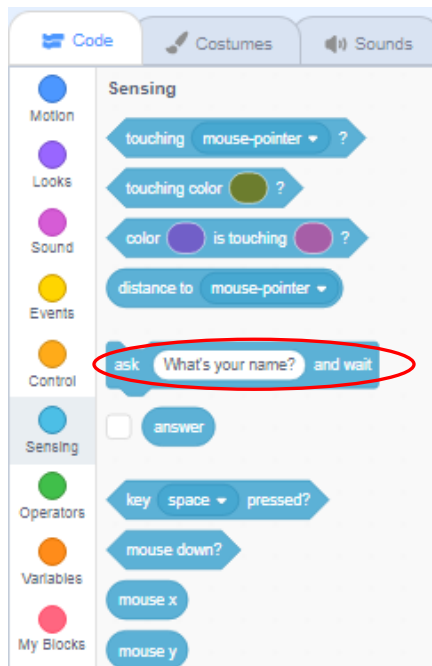
In this lesson, we will learn ...

- * How sprite can ask you questions and process your answers?
- * How sprite can make basic judgments and take some decisions?

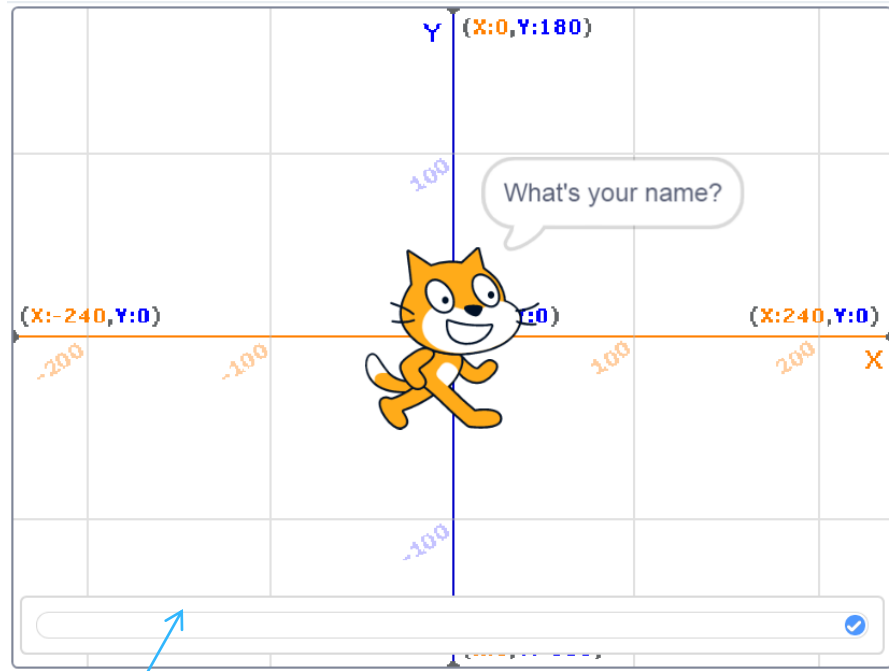
Youtube video that might help: <https://youtu.be/9ehLebO6S2Q>

How can sprite ask questions?

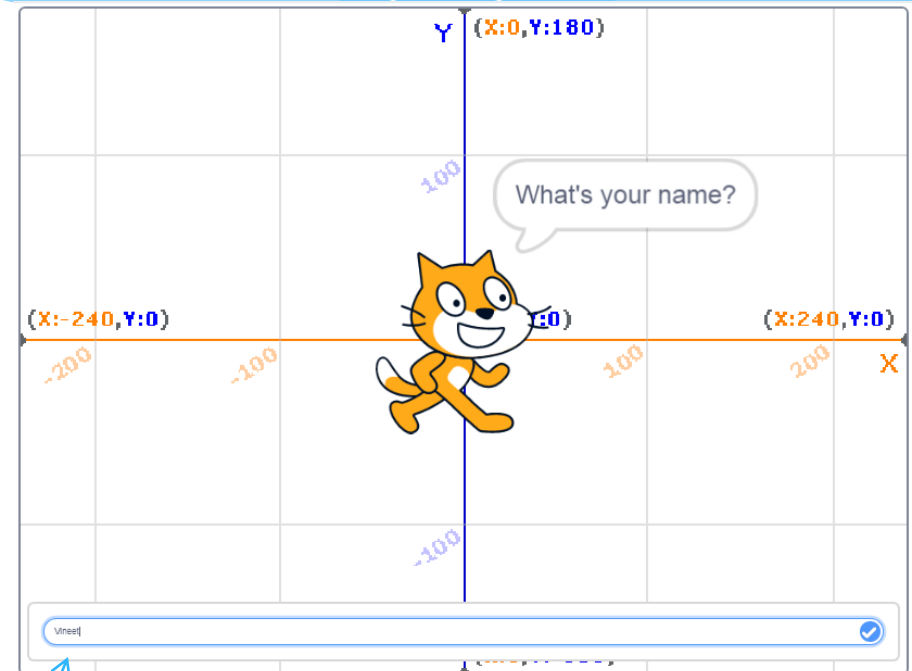
- * Simple, use the ASK block from SENSING.



Sprite asking question



You can enter your answer here



Your name

Your reply

- * Your reply gets stored in a 'variable' called answer.
 - * We will talk about variables more in a later class, but just think this way: Whatever reply you give, sprite gives it a label 'answer'.
- * Sprite can respond by using the Say block.
- * It can form longer replies based on your answers using the following block from operators:
- * Let's see how.

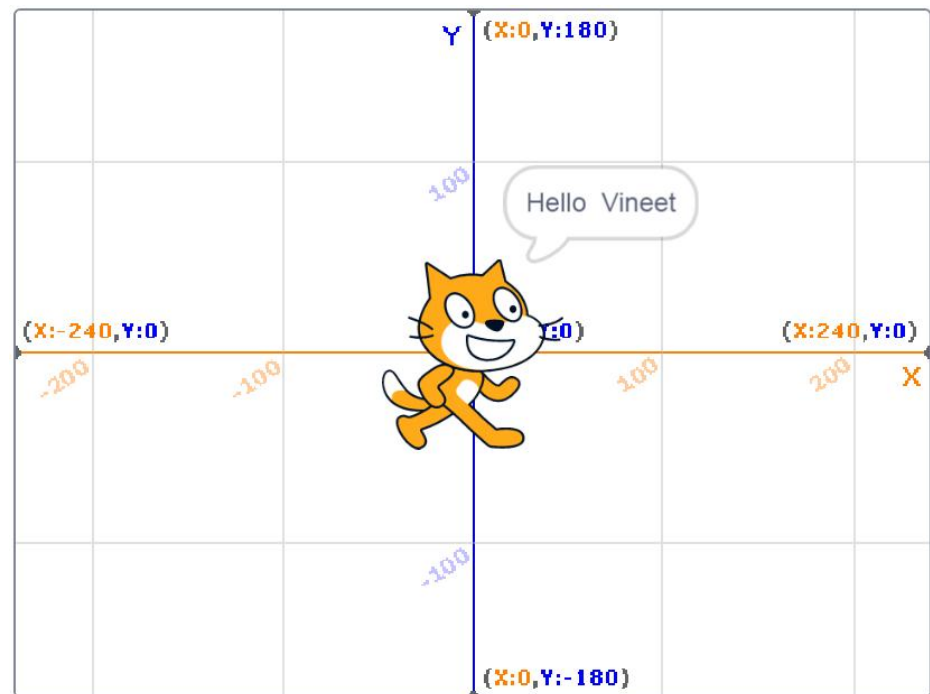


Sprite greeting you!

- * Now let's add a say block

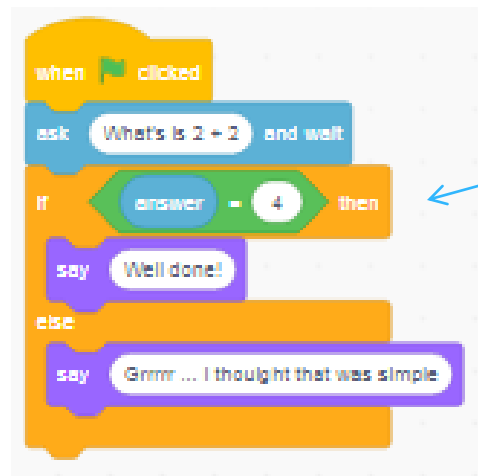


Remember, the reply
you gave was stored
as answer



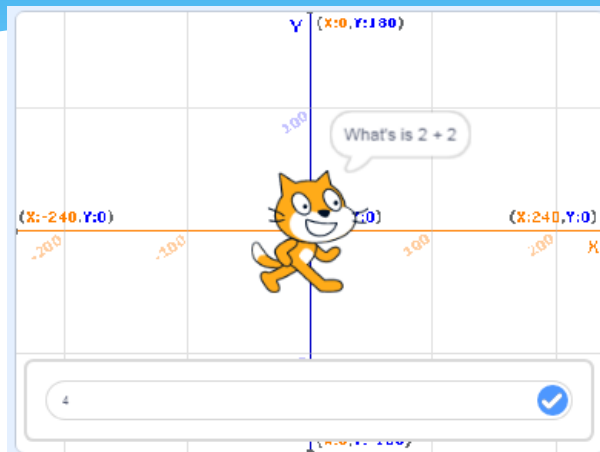
Can sprite decide if your reply is correct?

- * Yes, using the if block from the CONTROL. See this code:

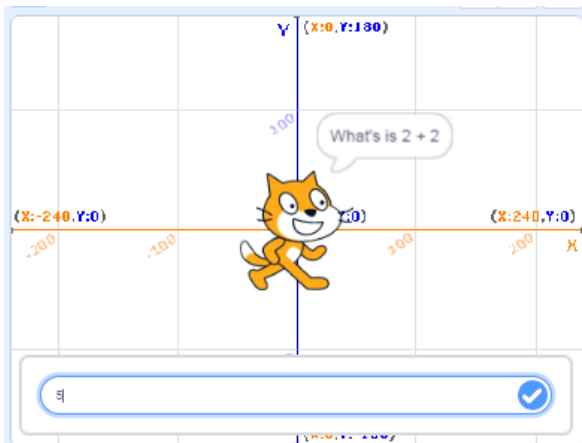
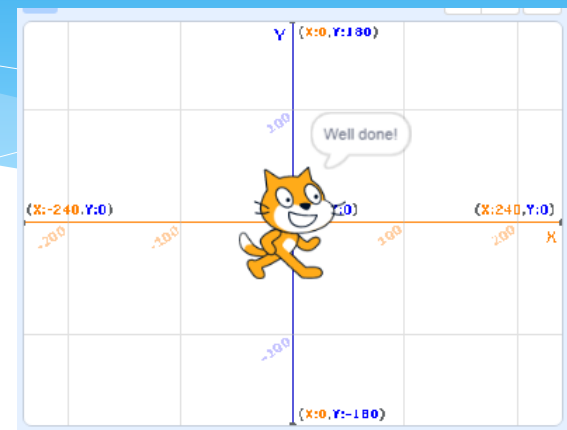


If the answer is 4 (correct), sprite says well done! Else it gets angry.

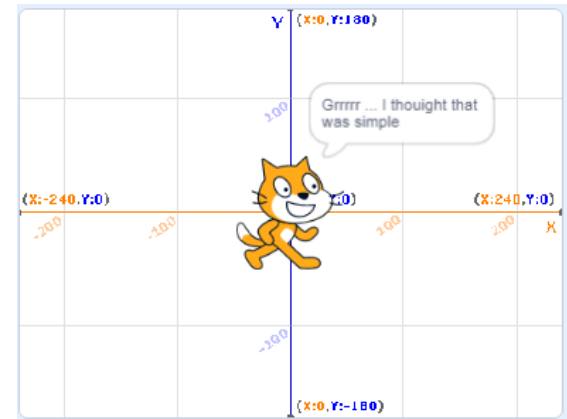
Sprite's reaction



Correct
Answer 😊

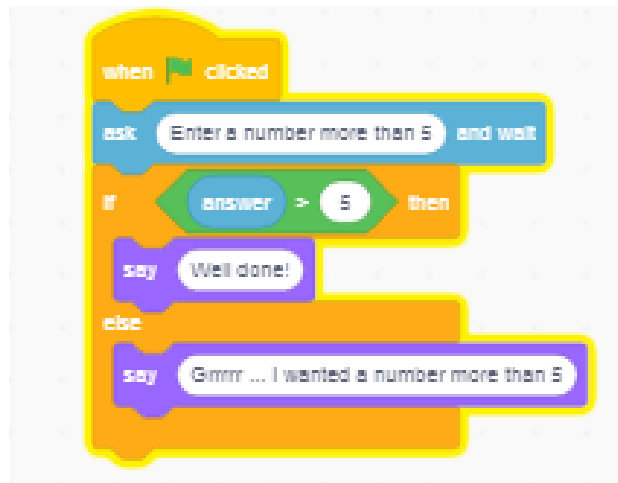


Wrong
Answer 😞



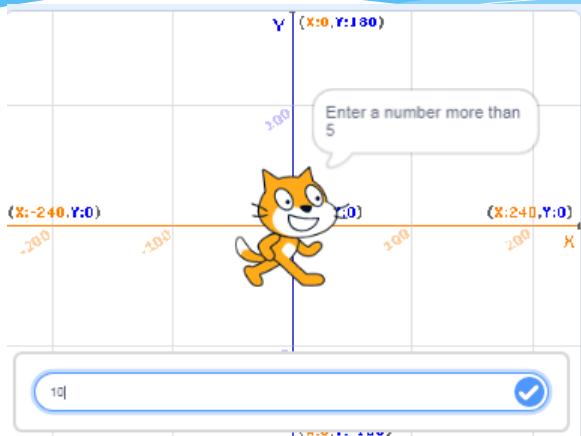
Another example

- * Let's see another example, this time checking for response greater than some number.

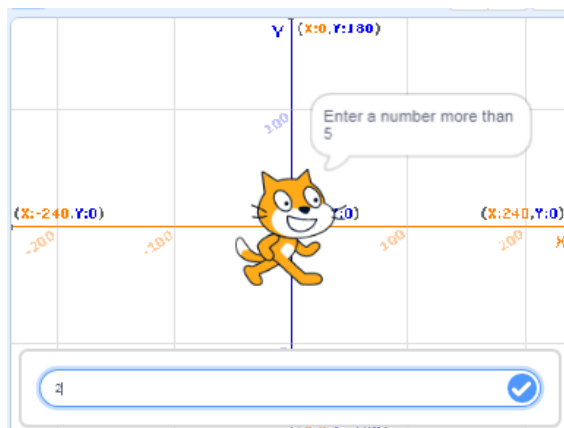
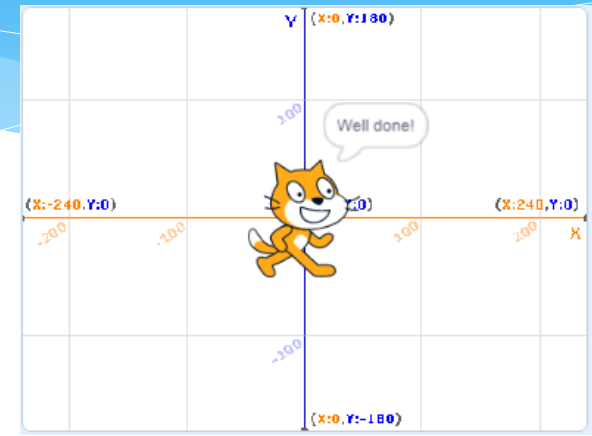


If the answer is more than 5, the sprite will say well done . Else it get's annoyed

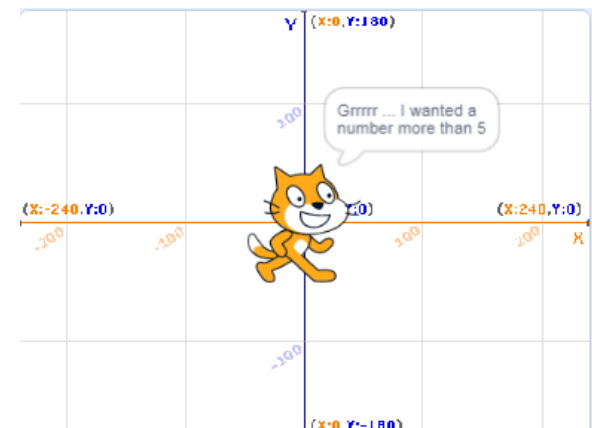
Sprite's Reaction



Correct
Answer 😊

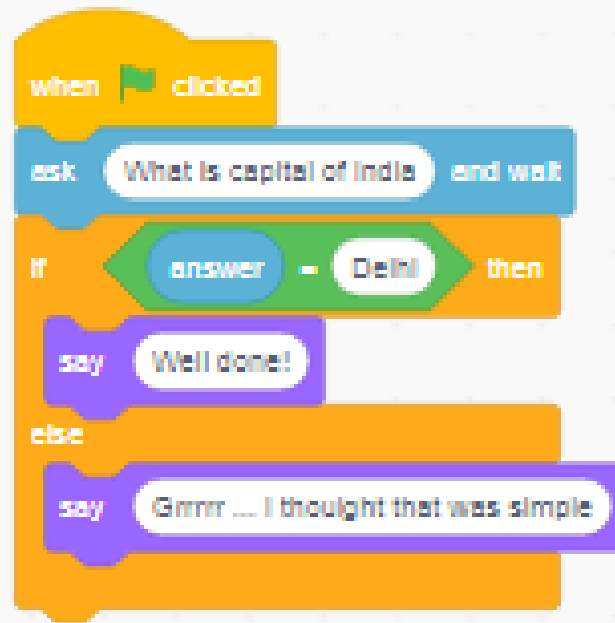


Wrong
Answer ☹️



What if the reply is not a number?

- * No problem. See another example.



If you answer
'Delhi', sprite
will be happy

What if there can be more than one answer?

- * No problem. Use the OR operator. For example

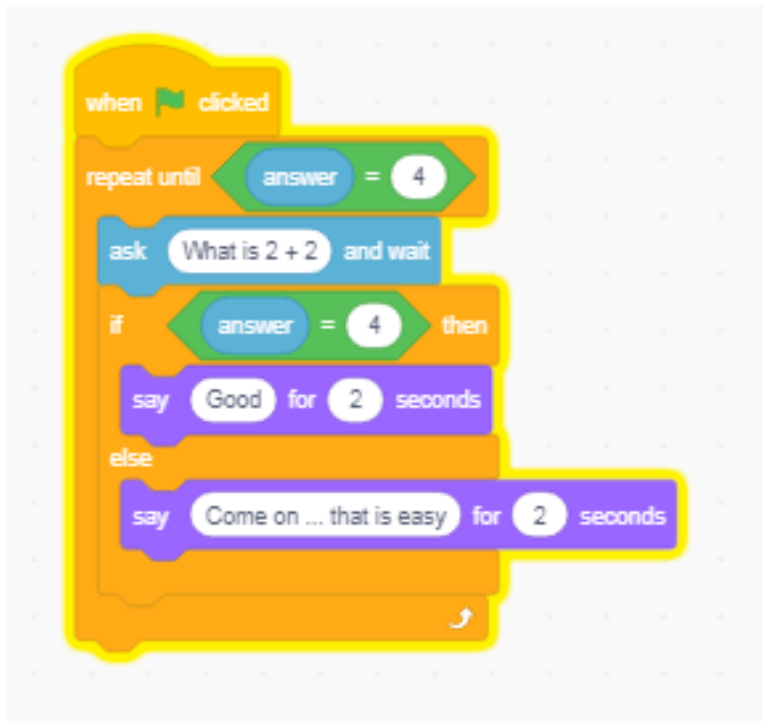


If you answer
'Delhi' OR 'New
Delhi', sprite
will be happy

Keep asking UNTIL you get it right?

* See the following code:

Warning: Little bit advanced



The sprite will keep on asking a question 'UNTIL' it gets the correct answer.

You are all set!

- * With this, you are all set for your Independent Activity
-4 : A Quiz game.