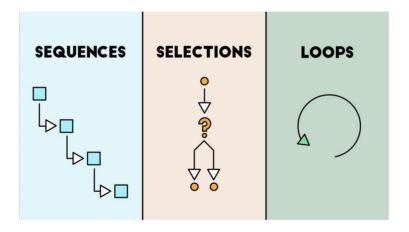
Selection





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- . The building blocks of programs are
 - Sequence of statements (steps for making a peanut butter sandwich activity)
 - Selection (making a decision : jelly or bananas?)
 - Looping (repetition: make another sandwich?)

 Selection: Technically, selection is using a Boolean expression to decide which path to follow in the program.

Example:

```
If (it is raining) then
    wear boots to keep feet dry
Else
    wear flip-flops
```

What is a Boolean expression?

A Boolean expression can be assigned a value that is either TRUE of FALSE

Boolean expressions may use symbols like

```
< > = (Relational operators)
and or (Logical operators)
```

Relational Operators

- > Greater than
- < Less than
- ≤ Less than or equal
- ≥ Greater than or equal
- = Equal

Examples of Boolean Expressions with Relational operators

```
42 < 17 -> False
```

Logical Operators

AND, OR, NOT

a	b	a AND b
False	False	False
False	True	False
True	False	False
True	True	True

a	b	a OR b
False	False	False
False	True	True
True	False	True
True	True	True

a	NOT a
False	True
True	False

Examples of Boolean Expressions with Logical operators

```
42 < 17 AND 10 > 1 -> False
```

$$5 = 5 \text{ AND } 1 = 1$$
 -> True

In MakeCode, we have a drawer with tools for Selection

