

Conditionals: A Three Step Project!

1. Guess My Number, 2. Add Higher or Lower, 3. Guess Your Age Gradesheet

Purpose: Students will develop the use of Conditionals by writing 3 programs that build upon each other.

1. "Guess My Number"

View the Model: "Guess My Number," & The Grade Sheet!

Goal: the 1st Player enters a number from 1-10 and the 2nd Player must guess what the number is.

Hint: I recommend you look at your "Calculate a Grade" program and see how the value in the "Ask/Answer" was transferred into the variables you created!



- Watch the video to see the correct order that all commands should be placed.
- Use a "Green Flag" to start the program.
- Remember to create two variables, one for the 'HiddenNumber' and one for the 'GuessedNumber.'
- You will be using an "Ask" command to find out from the user the 'HiddenNumber'.
- You will use a Set command to transfer the value that is in "Answer" to the 'HiddenNumber' variable.
- Now I set up 'Forever' loop.
- I used an 'Ask' command to learn the 'GuessedNumber.'
- I used a 'Set' command to transfer the value that is in "Ask/Answer" to the 'GuessedNumber' variable.
- I used only one If/Then/Else command. If 'HiddenNumber' = 'GuessedNumber,' then say "Congratulations," "Else" say "Try again."

2. "Guess Higher or Lower"

View the Model: "Guess My Number with Higher/Lower," & The Grade Sheet.

Goal: This game will alert Player #2 if they need to guess higher or lower.

Hint: I recommend you 'Save As' 1. 'Guess My Number' and title it 2. "Higher or Lower."



- Watch the video.
- There is only one change to the program. Add one If/Then/Else command inside the "Else" section of 1. "Guess My Number."
- If "GuessedNumber" > "HiddenNumber" = "Then" say "Lower," Else say "Higher".
- Note: "Try Again" is still the final line in the original "Else" following this new If/Then/Else section.