

# Lesson 2: Go with the flow

Computing

**Sensing**

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# Conditions in the real world

This is an example of a decision involving a condition:

```
If it is sunny then
    I'll play basketball
Else
    I'll go bowling
```

Can you think of your own example?

```
If _____ then
    _____
Else
    _____
```

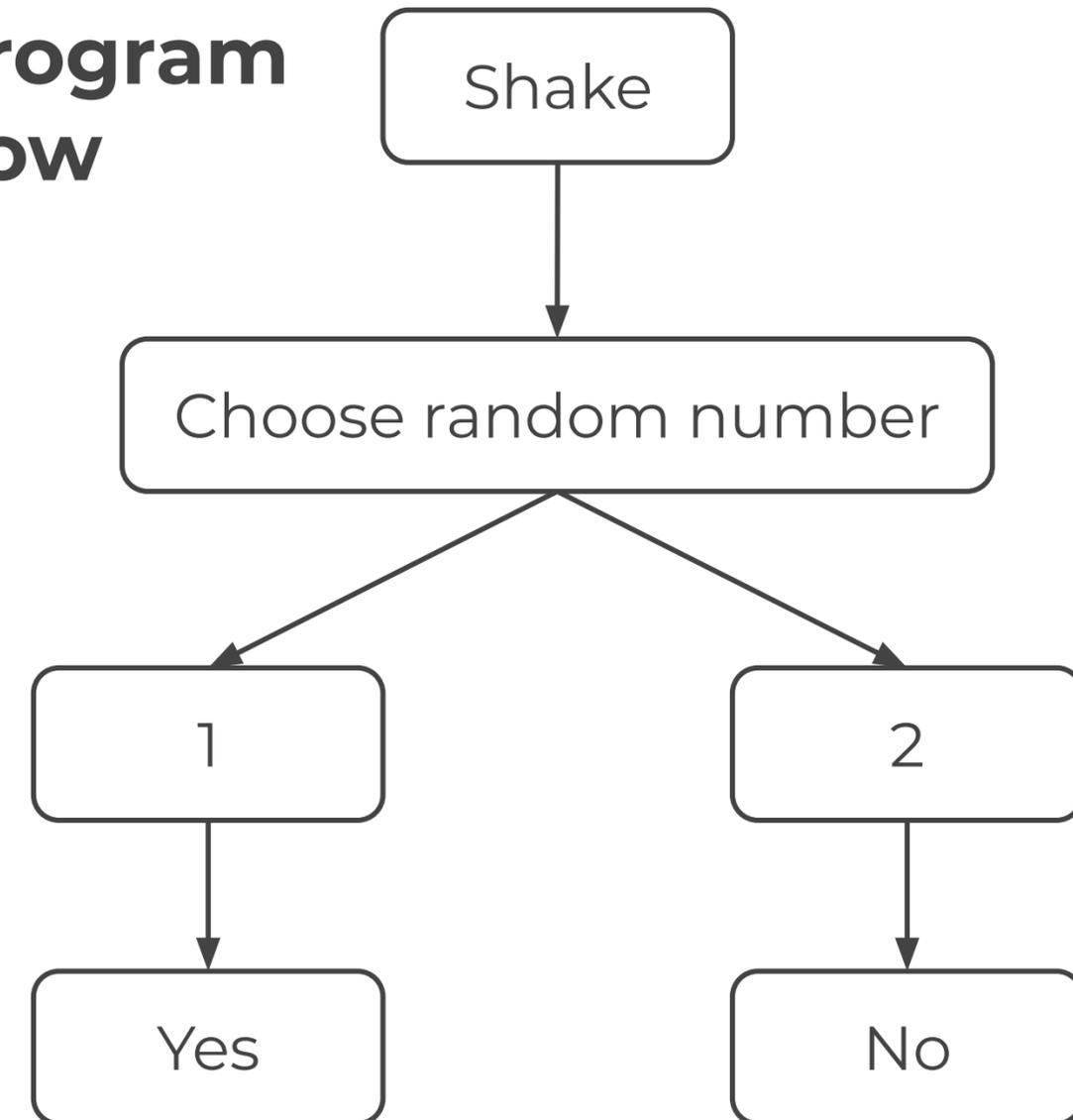


# Use this design to make your program

## Algorithm

1. When shaken, choose a random number (1 or 2) and save it in answer
2. Check if the answer is 1, say 'Yes'
3. Check if the answer is 2, say 'No'

## Program flow



# The flow of a program

