EV3 Classroom: Switches (If Then and If Then Else Blocks)

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LESSON OBJECTIVES

1. Learn how to make your robot decide what to do out of different choices
2. Learn how to use a Switch Block
SWITCH (IF THEN) BLOCKS

Asking the robot a question and doing something different based on the answer

- Example: Does the robot see a line? Or not?

Basically a YES/NO QUESTION

Switch blocks are found in the orange/flow tab

If Then Block

If Then Else Block

Run this code if the answer is yes

Run this code if the answer is no

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Challenge: Write a program that changes the display based on if the touch sensor is pressed or not pressed.

If pressed, your EV3 is happy! Display a smiley face. If not pressed, the EV3 is sad! Display a sad face.

Hint: You will need to use the display block, loops and switch blocks!
CHALLENGE 1 SOLUTION

Loop

- When program starts
- Forever
- If Touch Sensor pressed
  - Display Happy Face/Eyes
- Else
  - Display a Sad Face/Eyes
CREDITS

- This tutorial was created by Sanjay Seshan and Arvind Seshan
- More lessons are available at www.ev3lessons.com

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