



## Level up: Control structures

	Structure	Pseudocode
Sequence	<pre>graph TD; A([BEGIN]) --&gt; B[Move 50 steps]; B --&gt; C[Turn 90 degrees]; C --&gt; D[Move 50 steps]; D --&gt; E([END]);</pre>	



	Structure	Pseudocode
Selection	<pre>graph TD; A([BEGIN]) --&gt; B{Touching other sprite?}; B -- Yes --&gt; C[Move 50 steps]; C --&gt; D[Turn 90 degrees]; D --&gt; E[Move 50 steps]; E --&gt; F([END]); B --&gt; E;</pre>	



	Structure	Pseudocode
<b>Multi-way selection</b>	<pre>graph TD; Begin([Begin]) --&gt; Decision{Which key is pressed?}; Decision -- Right --&gt; MoveRight[Move right]; Decision -- Left --&gt; MoveLeft[Move Left]; Decision -- UP --&gt; MoveUp[Move Up]; Decision -- Down --&gt; MoveDown[Move Down]; MoveRight --&gt; End([End]); MoveLeft --&gt; End; MoveUp --&gt; End; MoveDown --&gt; End;</pre>	



	Structure	Pseudocode
	<pre>graph TD;   BEGIN([BEGIN]) --&gt; Decision{Task been done 10 times?};   Decision -- No --&gt; Move1[Move 50 steps];   Move1 --&gt; Turn[Turn 90 degrees];   Turn --&gt; Move2[Move 50 steps];   Move2 --&gt; Decision;   Decision -- Yes --&gt; END([END]);</pre>	



## Level up: Control structures – Answers

	Structure	Pseudocode
Sequence	<pre>graph TD; A([BEGIN]) --&gt; B[Move 50 steps]; B --&gt; C[Turn 90 degrees]; C --&gt; D[Move 50 steps]; D --&gt; E([END]);</pre>	<pre>BEGIN  Move 50 steps  Turn 90 degrees  Move 50 steps  END</pre>



	Structure	Pseudocode
Selection	<pre>graph TD; A([BEGIN]) --&gt; B{Touching other sprite?}; B -- Yes --&gt; C[Move 50 steps]; C --&gt; D[Turn 90 degrees]; D --&gt; E[Move 50 steps]; E --&gt; F([END]); E --&gt; B;</pre>	<pre>BEGIN  IF Touching other sprite THEN      Move 50 steps     Turn 90 degrees     Move 50 steps ENDIF  END</pre>



	Structure	Pseudocode
<b>Multi-way selection</b>	<pre>graph TD; Begin([Begin]) --&gt; Decision{Which key is pressed?}; Decision -- Right --&gt; MoveRight[Move right]; Decision -- Left --&gt; MoveLeft[Move Left]; Decision -- UP --&gt; MoveUp[Move Up]; Decision -- Down --&gt; MoveDown[Move Down]; MoveRight --&gt; End([End]); MoveLeft --&gt; End; MoveUp --&gt; End; MoveDown --&gt; End;</pre>	<p><b>BEGIN</b></p> <p><b>CASEWHERE</b> Key</p> <p>    Right: Move Right</p> <p>    Left: Move Left</p> <p>    Up: Move up</p> <p>    Down: Move down</p> <p><b>ENDCASE</b></p> <p><b>END</b></p>



	Structure	Pseudocode
	<pre>graph TD;     Start([BEGIN]) --&gt; Decision{Task been done 10 times?};     Decision -- Yes --&gt; End([END]);     Decision -- No --&gt; Move1[Move 50 steps];     Move1 --&gt; Turn[Turn 90 degrees];     Turn --&gt; Move2[Move 50 steps];     Move2 --&gt; Decision;</pre>	<p><b>BEGIN</b></p> <p><b>REPEAT 10 times</b></p> <p>    Move 50 steps</p> <p>    Turn 90 degrees</p> <p>    Move 50 steps</p> <p><b>UNTIL 10 times is over</b></p> <p><b>END</b></p>