Sprites send information to each other through something called “broadcast”.

For example, the “No new hand button” doesn’t have much to do other than tell sprites that it’s been pressed:

```
when I receive ShowNewHandButtons
  show

when I receive NewHand
  hide

when I am clicked
  hide

when I am clicked
  broadcast EndGame
```

Note: Even if you have programed, this may be new to you.
Solving this one requires conditionals

- Conditionals let us do different things in different cases
- Generally this looks like "if" with a possible "else":
  Real world example:
  
    **If** you eat your dinner
    Then you may have Nanaimo bars
    **Else**
    You may only have fruit"
Sometimes you want to do the same over and over again

A loop allows you to do the same thing over and over again, sometimes with a stopping condition, sometimes forever.

http://xkcd.com/1411/
That’s basically what you need to know about programming or this class

• We’ve hidden a lot of details. But those are the basics.
• Programming is a lot easier to learn by *doing* than by *seeing*, so you’ll do some more in lab.
Preparation for In The News groupwork in class on Thursday

• Make sure you submit your In The News article and comments by the deadline Wednesday
• Look over the articles submitted and come ready to plan to discuss an article
• You may want to form a group – look for the discussions to
  • Find group members
  • Register your group – you must do this in order to submit for credit!
Learning Goals Revisited

• [CT Building Block] Explain what a variable is in computer programming.
• [CT Building Block] Be able to trace through code using sequences of instructions, variables, loops, and conditional statements in short programs specified in a visual programming language such as Snap, or in other clearly expressed processes (which may or may not be computer related)

Note: Look carefully: it says be able to *trace* code, not *write* code. In order to help you do this, you will write a small amount of code in lab. You will not, however, be asked to write code on exam.