Day 4 – 4/23/2011
Kyle Rector
If statements – conditions that are evaluated
Different types of = 
  • 1+2 = 3 
  • x = x + 1 
  • x == y => returns “true” or “false” 
  • x != y => returns “true” or “false” 
Variable names 
Button state changes 
Mathematics and Variables
Valuable CS Lessons

- Teamwork is key
- We ALL make mistakes
- Projects can be delayed
  - Fixing a problem is easy
  - *Finding the problem* is hard
- Projects completed over many sessions
  - It is entirely okay that we didn’t finish lab last time!
ButtonCount (Finish)

Computer prints number of button presses in binary
Hands On Activity

Computer Science Unplugged
Cool ideas for projects
Start Brainstorming!

Each of you will meet with me to discuss your project

http://www.arduino.cc/playground/