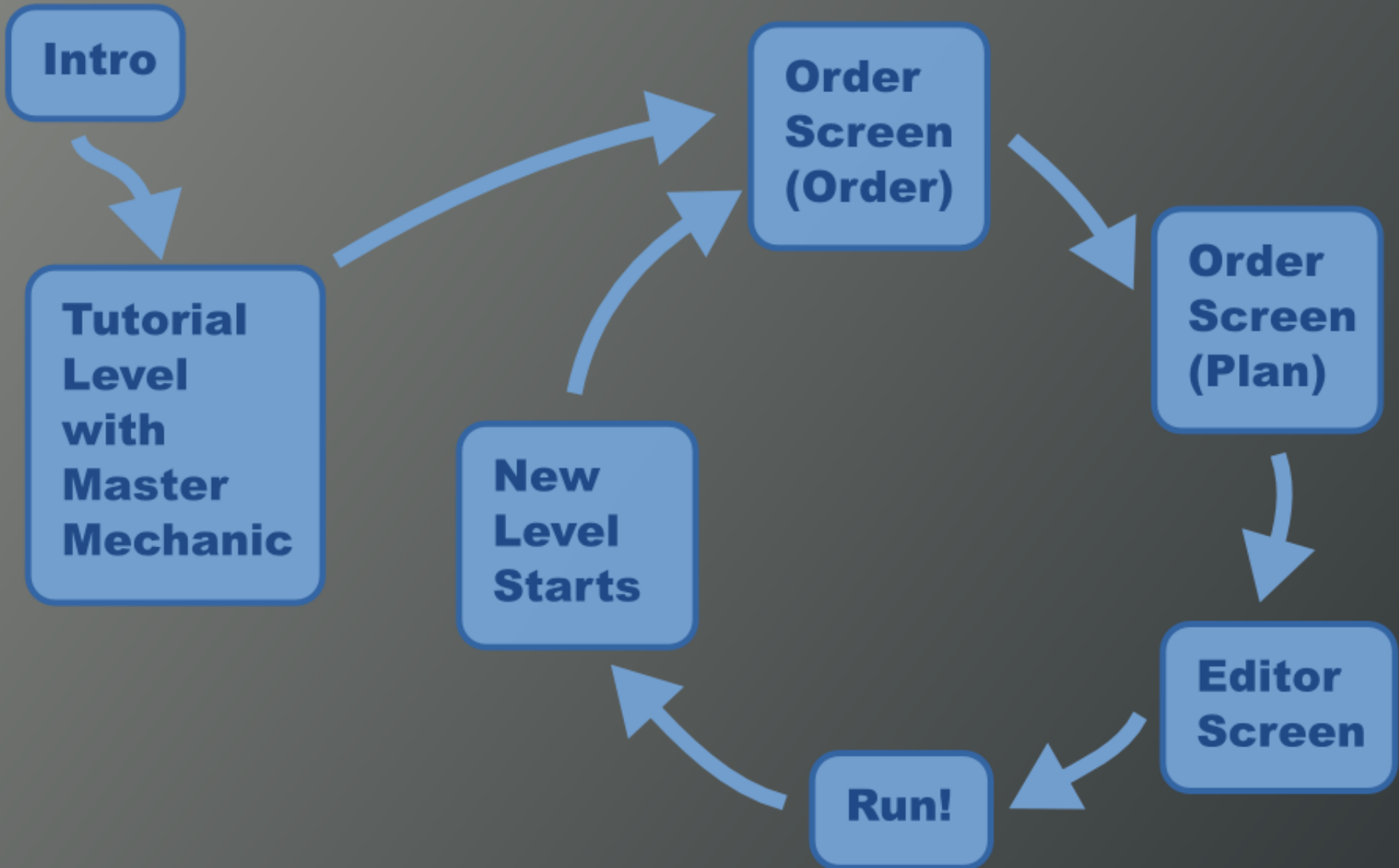


# STRUCTURE



**edit:** **choose**

**param** **type**



**Okay, newbie!  
Let's start off  
by building  
an IF!**



**tools**

**IF**  
**SWITCH**  
**LOOP** )  
**action**

**code**

```
def choose(type):  
    if type = "rudbud":  
        display()  
    else:  
        quit()
```

**edit:** **choose**

**param** **type**



**Select  
the kind of data  
you want to  
check.**



**tools**

**IF**  
**SWITCH**  
**LOOP** )  
**action**

**code**

```
def choose(type):  
    if type = "rudbud":  
        display()  
    else:  
        quit()
```

**edit:** **choose**

**param** **type**



**tools**

- IF
- SWITCH
- LOOP
- action

**code**

```
def choose(type):  
    if type = "rudbud":  
        display()  
    else:  
        quit()
```

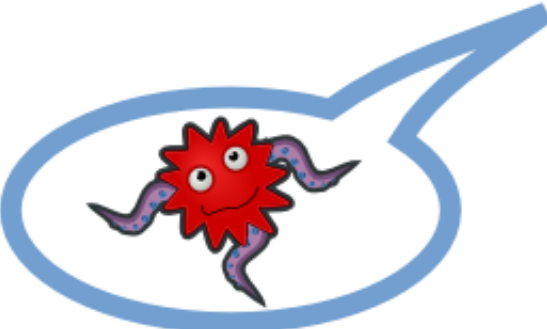
**edit:** **choose**

**param** **type**

**tools**

**IF**  
**SWITCH**  
**LOOP** )  
**action**

**IF** **type** ▼ =



"rudbud"  
"grobo"  
"zozoo"

**code**

```
def choose(type):  
    if type = "rudbud":  
        display()  
    else:  
        quit()
```

**edit:** choose

**param** type

**tools**

IF  
SWITCH  
LOOP

IF type ▼ = "rudbud"

THEN

ELSE

action

action

Now, snap  
in the action  
to the THEN  
block!

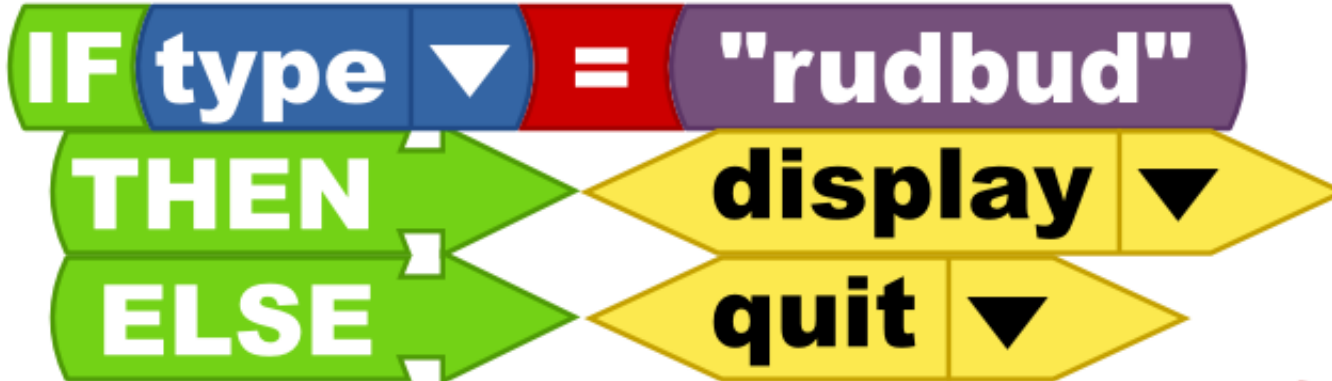


**code**

```
def choose(type):  
    if type = "rudbud":  
        display()  
    else:  
        quit()
```

**edit:** choose

param **type**



**Awesome!  
I might just  
take a  
vacation  
after all!**



**tools**

**IF**  
**SWITCH**  
**LOOP** )  
action

**code**

```
def choose(type):  
    if type = "rudbud":  
        display()  
    else:  
        quit()
```

**edit:** choose

param **type**



**tools**



**code**

```
def choose(type):  
    if type = "rudbud":  
        display()  
    else:  
        quit()
```



**edit:** choose

param **type**

IF type ▼ = "rudbud"

**THEN** display ▼

**ELSE** quit ▼

**tools**

IF  
SWITCH  
LOOP )  
action

**code**

```
def choose(type):  
    if type = "rudbud":  
        display()  
    else:  
        quit()
```