

Decision Trees

if-else statements

if something is true

do this

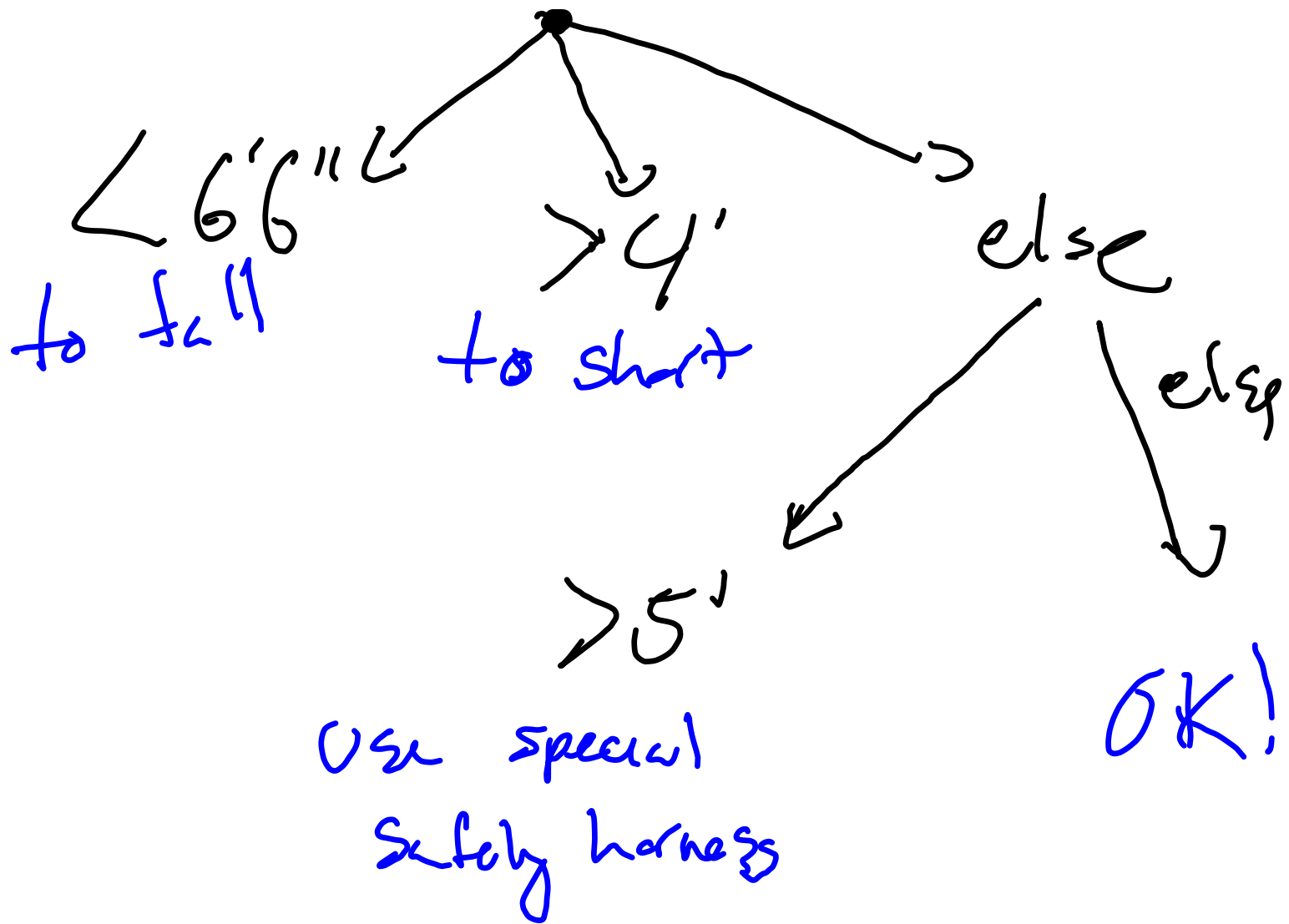
else if something else is true

do this

else

do this

end if



if person1.height > 6.5 then

return "you are too tall..."

else if person1.height < 4.0 then

return "you are too small..."

else

nested
if

{
if person1.height < 5 then
return "you should wear harness."
else
return "ok"
end if
end if

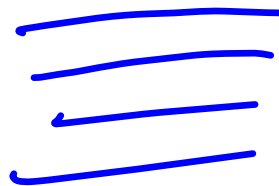
MAX_HEIGHT = 6.0

CONSTANT

user name
password

MAX_LENGTH = 20
MIN_LENGTH = 3

Max_Length = 30



lines of code

maxlength (will be replaced by 30)

Class

Classes refer to objects

"Tree" is a class

That tree outside the window is an object of the tree class

Class Desk

```
int number_of_legs
string surface_shape
decimal height
dec weight
string surface_material
str surface_colour
str base_material
decimal storage_capacity
end Class
```

Class Desk (Instance)

```
int number_of_legs = 4
string surface_shape = "square"
decimal height = 2.4
dec weight
string surface_material
str surface_colour
str base_material
decimal storage_capacity
end Class
```

Homework

- ① Create a Class description for a dragon
- ② Create a "nested if statement" for something with the dragon.

Ruby

Quote = "I love dogs"

String variable

:triangle = "3 sides"

Symbol