

Lesson 17: Mouse Input

Overview

Question of the Day: What are more ways that the computer can react to user input?

In this lesson, you will expand on what you have learned about if statements and explore if-else statements as well as learn about how to use the mouse to get input from your user that you can use in your conditional statements.

Vocabulary

- **Conditionals** - Statements that only run when certain conditions are true.











Introduced Code

- `if (condition) { statement1 } else { statement2 }`
- `keyWentDown(code)`
- `keyWentUp(code)`
- `mouseDidMove()`
- `mouseDown(button)`
- `mouseWentDown(button)`
- `mouseWentUp(button)`
- `sprite.visible`

Resources

- [If/Else Statements](#) - Video ([Download](#))

Levels

-  1 Prediction
-  2-5 Skill Building
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-  6 Practice
-  7  Assessment
-  8 Challenges