

## [Loops involving if-statements (in Scratch)]

Now we'll create a loop that also involves an if statement. Once the program runs, for each loop through we'll move forward 10 steps and if the cat moves past the  $x=0$  value, we'll turn it around so that it faces left. Then if it moves past the  $x = -100$  point, we'll turn it around so that it faces right. This loop will mean the cat goes back and forward until we manually stop the program.