

Programming

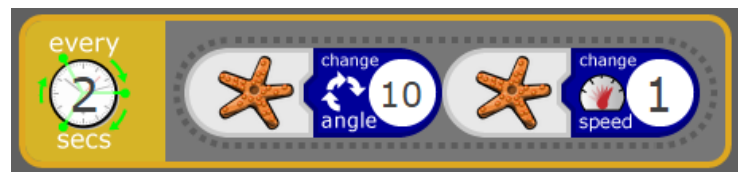
Sequencing

Putting commands in the order they're run in.



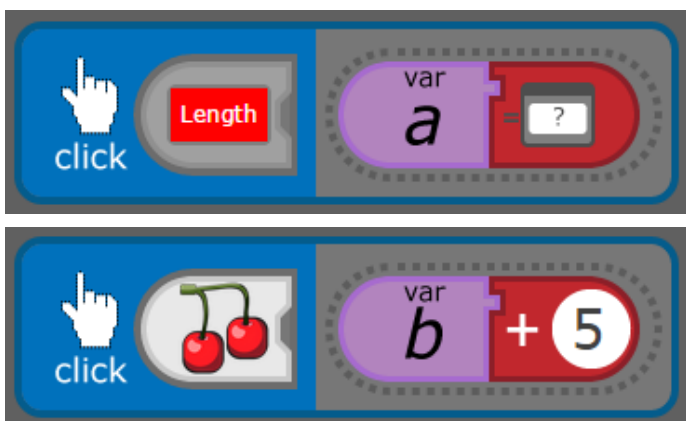
Repeat event

When commands keep running in a loop.



Variable

A value that can be stored and used in a program.



Conditional event

When commands only run if something has happened.

