

Revisiting Emotional Face

Main concepts behind the game:

1. Understanding the structure of a *conditional* statement: based on the truth value of a *condition*, we can execute one action or another.

Example:

```
if( hear a surprise sound? )
{
  a. raised eye brows
  b. wide eyes
  c. open mouth
}
```

2. Every condition has a true or false value. An easy way to think about conditions is to think of a yes/no question.

Example:

Possible reactions:

Hear a surprise sound?

- a. Yes -> make surprise face
- b. No -> make neutral face

Structured English:

```
if( hear a surprise sound )
  make surprise face
else
  make neutral face
```

Interpretation:

- c. If the condition is `true` -> make surprise face
- d. If the condition is `false` -> make neutral face

3. As seen in the example above, alternative actions can also be expressed using an if-else structure.

Example:

```
if( hear a surprise sound? )
{
  a. raised eye brows
  b. wide eyes
  c. open mouth
}
else
{
  d. normal eye brows
  e. normal eyes
  f. flat mouth
}
```

4. Conditional statements can be combined too! That's beyond the scope of this exercise but if you're interested, come chat with us about it!