

Let's write a program that will
"refuel" our turtles.

This is a great place to start
because we will be able to run
this program in the future
whenever we need more fuel!

If statements

if condition - true or false

then do something

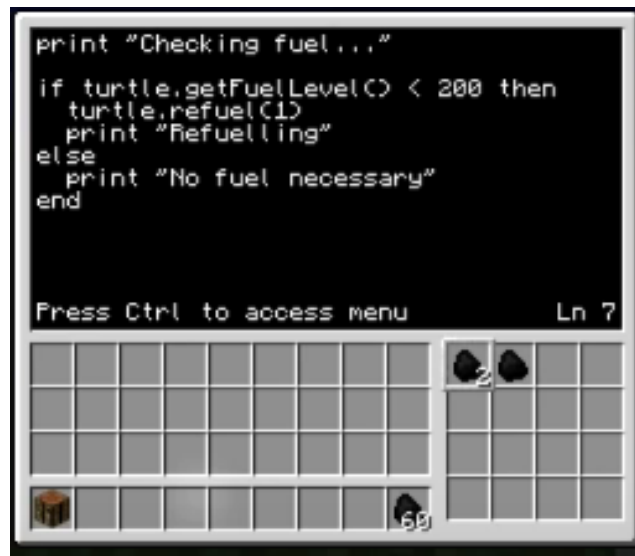
else (optional) do something else

end



This program didn't exit
before, we are creating it now

edit CheckFuel



You Try!

Write a dance that makes the turtle fly up, spin around & come back down. Call the method danceSpin

Write a program that decides which dance to do **IF** the turtle has enough fuel to do it!

*THEN TRY: call the Refuel method during your dance to ensure that your turtle will be able to finish their dance!