
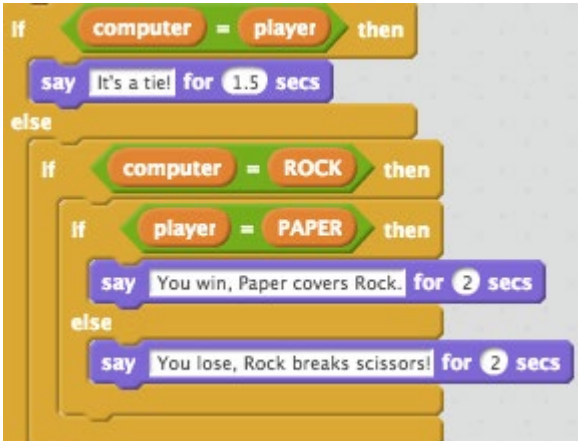


Translating Rock Paper Scissors

The following Scratch code determines who wins if the computer chooses ROCK. It uses **complex conditionals**. Please translate it into Arduino code. For the “say” block, you may call a say function, for example: `say("It's a tie!");`

SCRATCH	ARDUINO
 <p>The Scratch code consists of three separate 'if' blocks. The first block checks 'if computer = player then' and says 'It's a tie! for 1.5 secs'. The second block checks 'if computer = ROCK and player = PAPER then' and says 'You win, Paper covers Rock. for 2 secs'. The third block checks 'if computer = ROCK and player = SCISSORS then' and says 'You lose, Rock breaks scissors! for 2 secs'.</p>	

The following Scratch code also determines who wins if the computer chooses ROCK. It uses **nested conditionals**. Please translate it into Arduino code. For the “say” block, you may call a say function, for example: `say("It's a tie!");`

SCRATCH	ARDUINO
 <p>The Scratch code uses a nested 'if-else' structure. The outer 'if' block checks 'if computer = player then' and says 'It's a tie! for 1.5 secs'. The 'else' block contains an 'if' block that checks 'if computer = ROCK then'. Inside this, there is another 'if' block that checks 'if player = PAPER then' and says 'You win, Paper covers Rock. for 2 secs'. The innermost 'if' block has an 'else' block that says 'You lose, Rock breaks scissors! for 2 secs'.</p>	

Do you prefer complex conditionals or nested conditionals to write your code? Why?