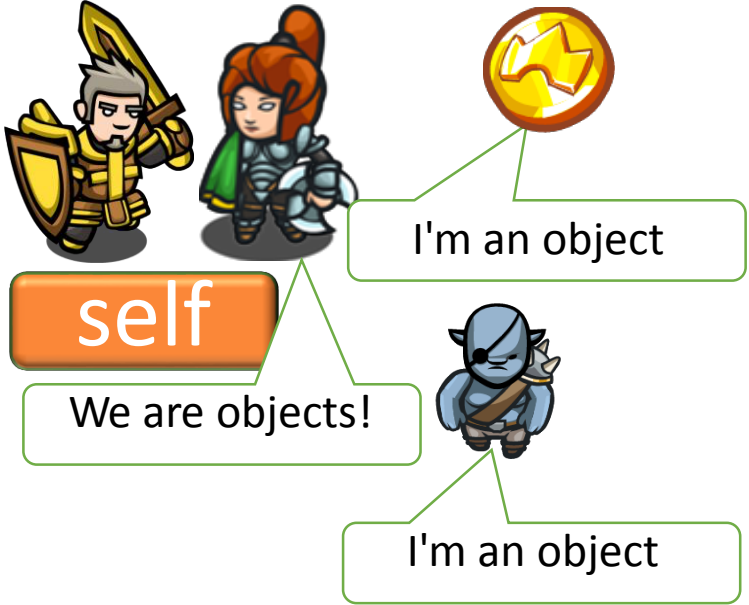


Object

- A thing



Variable

- Used to save info

```
enemy = self.findNearestEnemy()  
distance = self.distanceTo(enemy)
```

variable

Saving the result of a method

Method

- Attached to an object
- Does something

```
self.moveDown()
```

Object ↑ Method

Attached by a period

Argument

- Goes in a method

```
self.say("Hello!")
```

arguments

```
self.attack(enemy)
```

if / elif / else

Make the code work
Only when ___ is true

First it tries

No

Then it tries

No

Otherwise

```
if self.isReady("cleave"):  
    self.cleave(enemy)  
  
elif enemy:  
    self.attack(enemy)  
  
else:  
    self.shield()
```

Boolean

True or
False

True

False

10 > 5

5 > 10

Operators

Allow for better
If statements

and or is not == > < >= <= ! !=

```
if enemy and distanceTo(enemy) < 5:  
    self.attack(enemy)
```

String

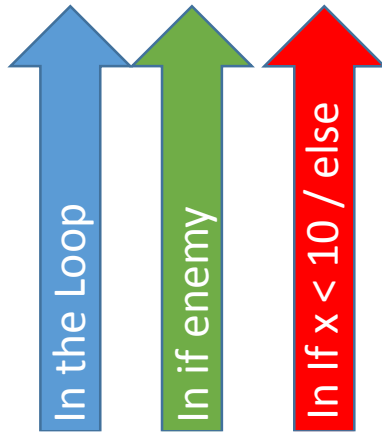
It's green
And has
"" or "

"This is a string"

'So is this'

Nested Loops

```
loop:  
  enemy = self.findNearestEnemy()  
  if enemy:  
    x = self.distanceTo(enemy)  
    if x < 10:  
      self.cleave(enemy)  
    else:  
      self.attack("Chest")
```



The Grid

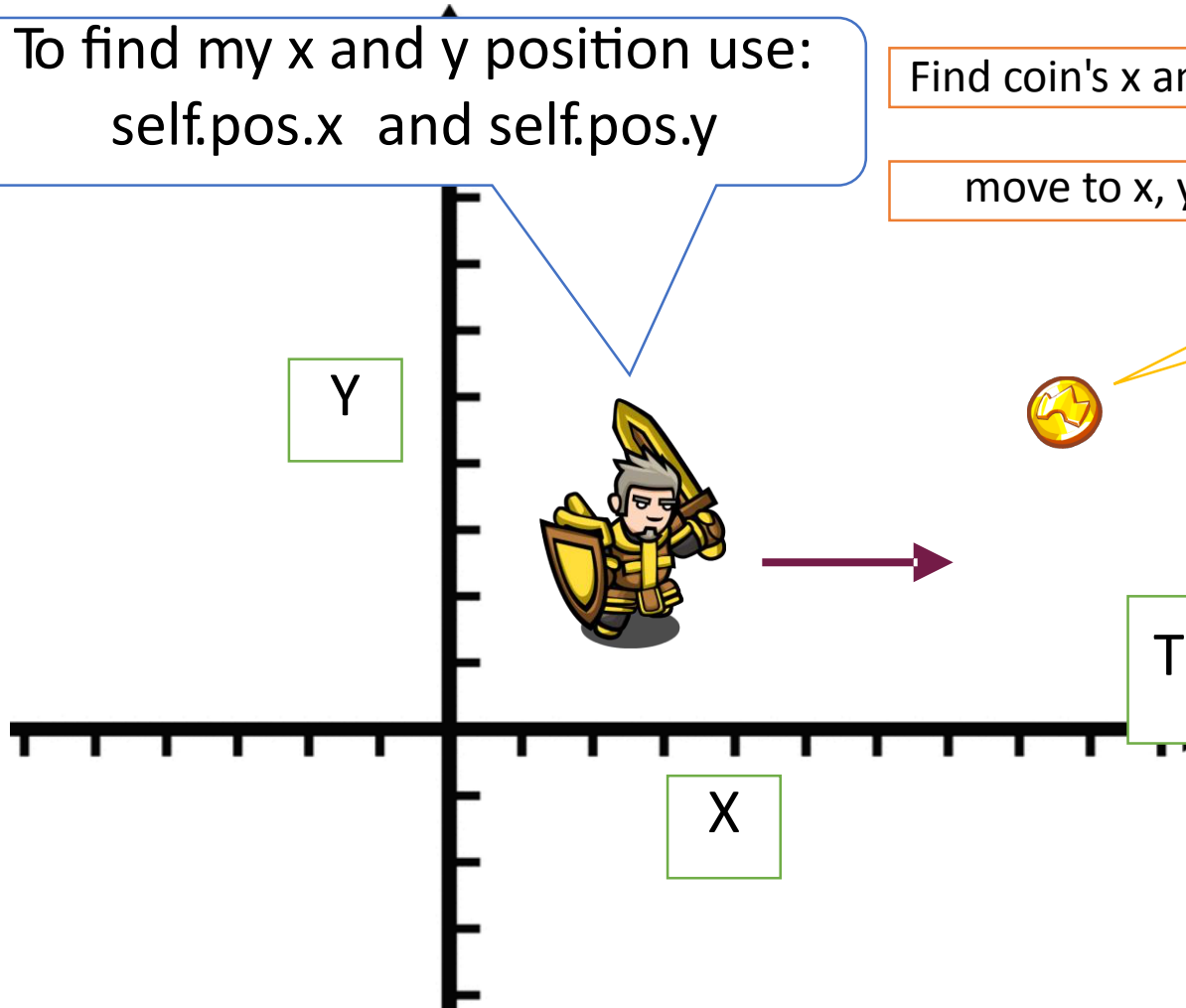
To find my x and y position use:
`self.pos.x` and `self.pos.y`

Find the coin

Find coin's x and y

move to x, y

To pick me up use:
`coin = self.findNearestItem()`
`x = coin.pos.x`
`y = coin.pos.y`
`moveXY(x, y)`



This will move you right forever.

Loop:

```
x = self.pos.x + 10
```

```
y = self.pos.y
```

```
moveXY(x, y)
```