Notes: Using Operators

In our normal helicopter script, ______ the up arrow is pressed, the helicopter goes up, ______ it goes down (because of “gravity”).

But what if the helicopter __________ on something?

First, we need to make a ________________. We’ll call it “______________”. We also need another ______________ that looks like a landing pad.

Now, IF the sprites are ________________ , “landed?” should be set to “______”, ELSE, it should be set to “______”.

Now, IF the up arrow is ______________ pressed and IF the sprites aren’t touching, we want the helicopter to get pulled down by gravity. That’s __________ ifs!

IF the up arrow is pressed, the helicopter goes ______.

IF the up arrow is ______ pressed, and the helicopter is __________ landed, the helicopter goes down.
But if the helicopter is __________, it doesn’t go down!