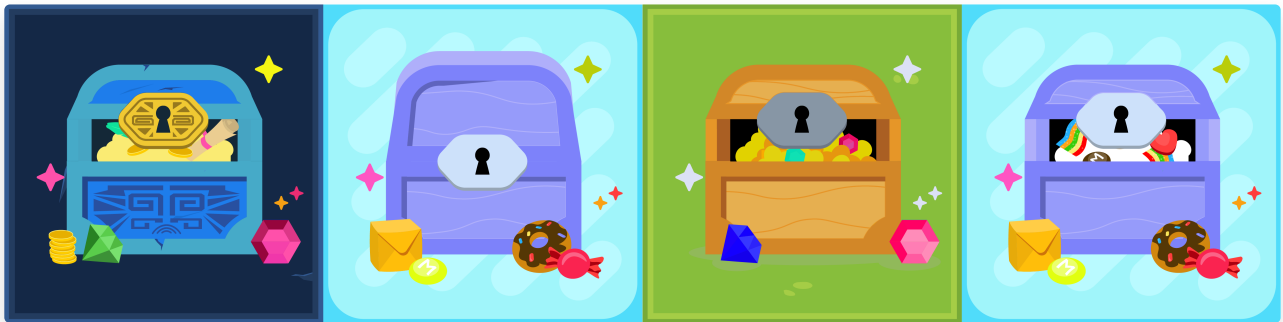


Build Your Own Puzzle – Conditionals

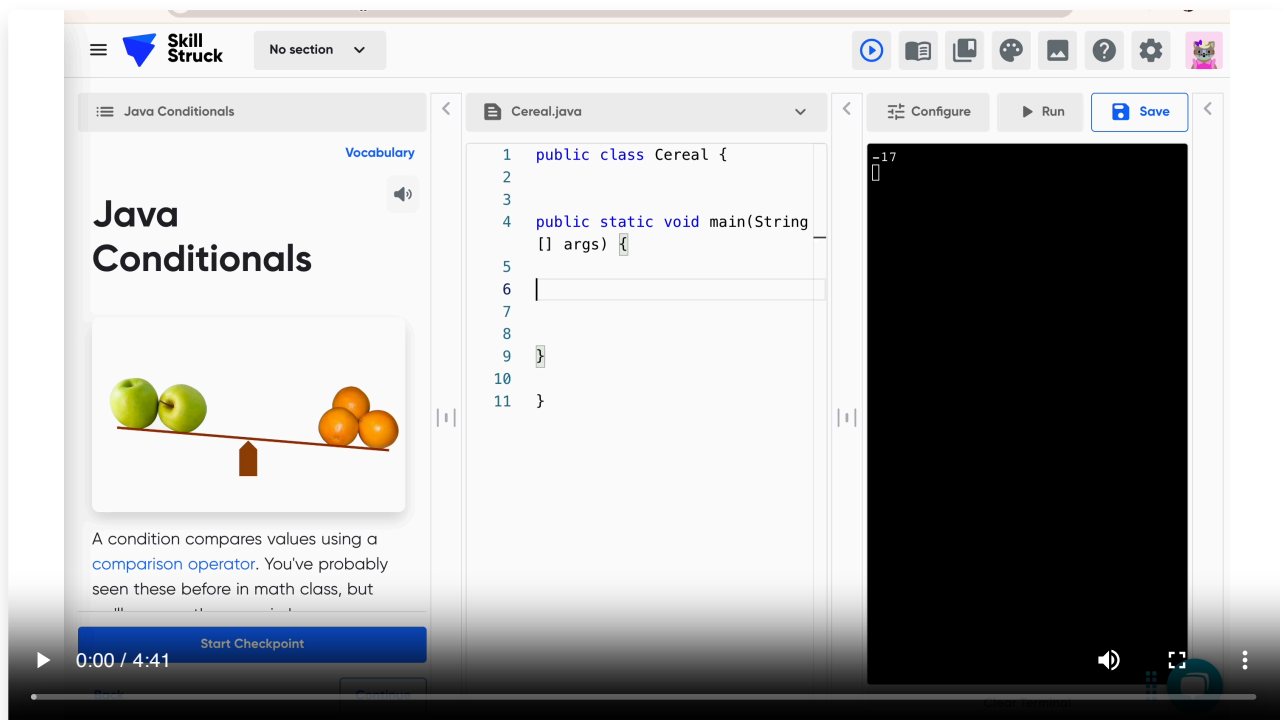
Textbook

Build Your Own Puzzle – Conditionals



Now it's your turn to put your knowledge of conditionals into action! You'll get to design a puzzle using what you've learned about "if-then" rules in programming. Follow these steps to build an interactive challenge for others to solve.

Review the Conditionals video from the previous lesson on Conditionals.



The screenshot displays the Skill Struck learning environment. On the left, a video player shows a lesson titled "Java Conditionals" with a balance scale illustration. The video player includes a "Start Checkpoint" button and a progress bar showing 0:00 / 4:41. In the center, a code editor shows a Java class named `Cereal` with the following code:

```
1 public class Cereal {
2
3
4 public static void main(String
5 [] args) {
6
7
8
9 }
10
11 }
```

On the right, a terminal window shows the output of the program, displaying the number `-17`.

After you complete the puzzle builder, go to the Puzzle Playground to create your own puzzle! For this puzzle, focus on using the element of conditionals.

Puzzle Builders (1)

1. Puzzle Builder: Conditionals

Challenge

Textbook

Create a grid

Choose a grid size for the puzzle

Columns

1

2

3

4

5

Rows

1

2

3

4

5

Choose a Theme

Requirements

0/3

1 Start

1 End

1 Door

Submit

Next

Preview

Save Puzzle