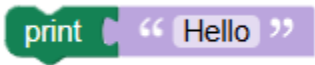


Output

The Output section gives you a block that presents information. Output is the opposite of input, where you give the computer information. Now, you are telling it what to output.



The **print** block can accept either numbers or words. The text is displayed in an alert box.

Logo coding info:

If you type uppercase and lowercase letters in the **print** block, the text is kept that way. Logo treats it as a *string*.

If the text is all capital letters, Logo treats it as a *word*.

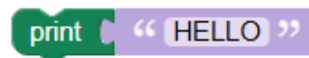
You can see the difference in the code in the Editor.

The 'backquotes' keep the text as you entered it.

The "quote mark keeps the word in all uppercase.



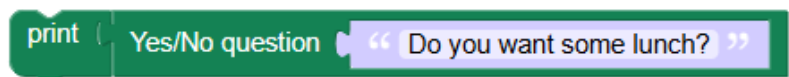
```
1 IGNORE ALERT `Hello`  
2  
3 IGNORE ALERT "HELLO
```



You don't have to worry about this. It just how Logo works! If you go on to use the full Logo language, this will be useful information to remember.



This block lets you get a response to a Yes/No question. If the user presses Yes, it reports TRUE. If the user presses No, it reports FALSE.



Do you want some lunch?

Stop

Yes

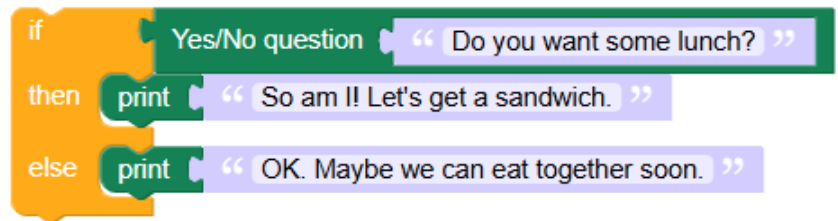
No

TRUE

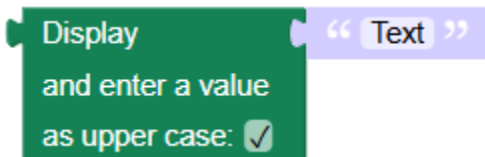
Stop

OK

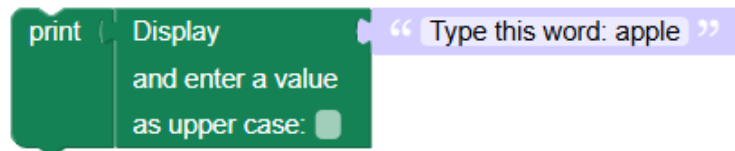
You can make decisions and respond based on which button is clicked.



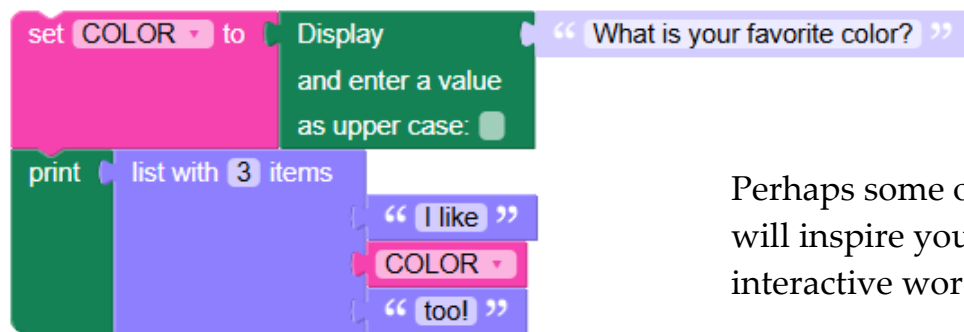
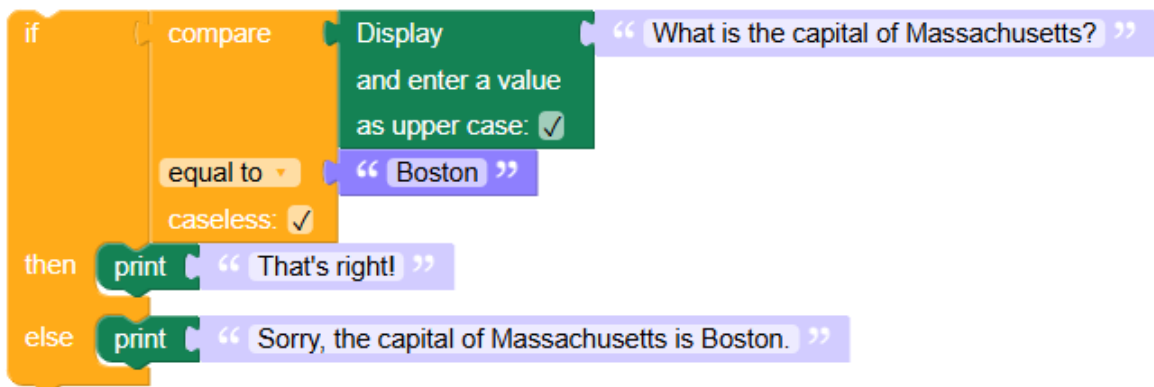
The *then* instructions run if Yes is clicked.
The *else* instructions run if No is clicked.



This block displays text, such as instructions or a question, and waits for the user to type into a text field. What the user types can be printed, used in an *if/then* block, or as the input to a variable. Let's see some examples.



If you check the "upper case" box, the text will be returned to you in uppercase characters (this doesn't apply to numbers or symbols).



Perhaps some of these examples will inspire you to create interactive word games!