

# Termite Commands



Command	Description	Blocks
Forward ( )	Move forward by the number of steps given.	
Forward (roll dice)	Move forward a number of steps depending on what number is rolled on the dice.	
Left ( )	Turn left by the given number of degrees.	
If heads, left 90.	Toss a coin, and turn left if the coin lands on heads.	
Right ( )	Turn right by the given number of degrees.	
If heads, right 90.	Toss a coin, and turn right if the coin lands on heads.	
Take Chip	If the termite is currently standing on a chip, pick it up.	
Drop Chip	If the termite is carrying a chip, drop it here.	
If (test, then)	If the <i>test</i> is true, runs the commands attached under <i>then</i> .	
And	Is true only if both attached tests are true.	
Or	Is true if either attached test is true.	
Not	Gives the opposite of what is attached to it.	
Have chip?	Is true if the termite is carrying a chip, and false otherwise.	
Standing on chip?	Is true if the termite is standing on a chip, and false otherwise.	