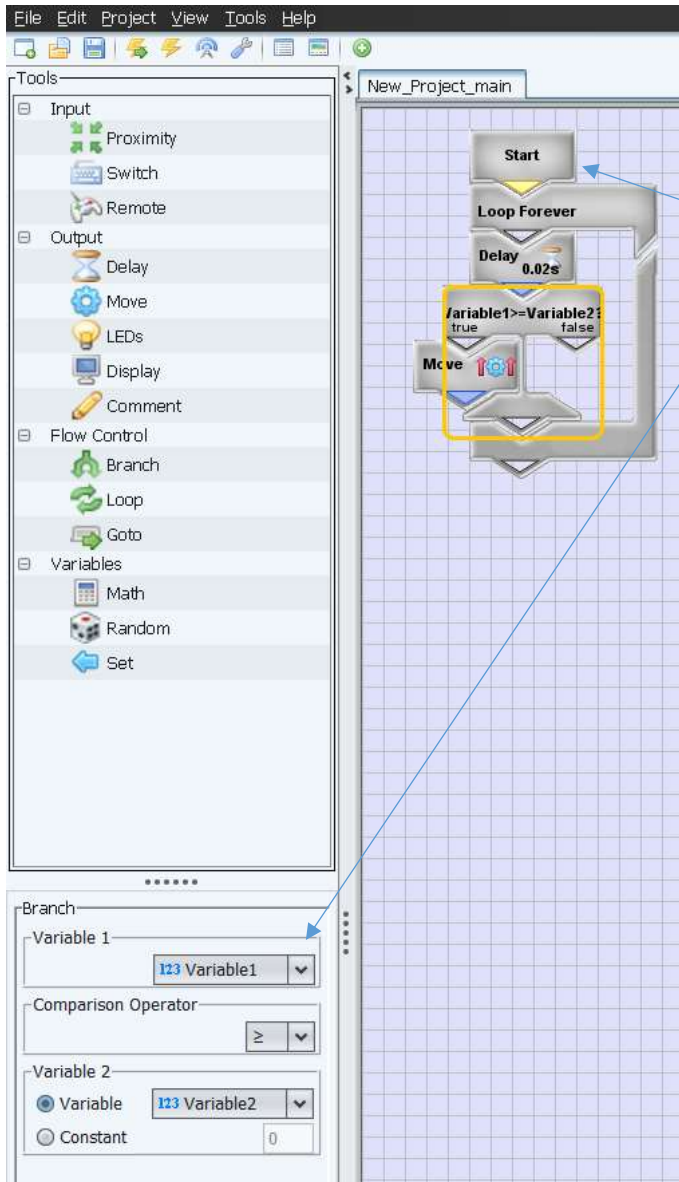# Branching

Programmers use branches to help make decisions in their code. The branches look for changes in the code. They work off conditional statements like the ones we talked briefly about in Looping.

Before you can use a branch, you need some variables.

Variables are added to the program using the start tool.

Variables can be Boolean or Integers; **Boolean** are True (1) or False (0), **Integers** are any whole number between -32768 and 32767.

This simple branch is looking at Variables 1 and 2.

Once Variable 1 is greater than or equal to Variable 2 then it will move the robot forward.

Until then it will keep comparing the two variables.
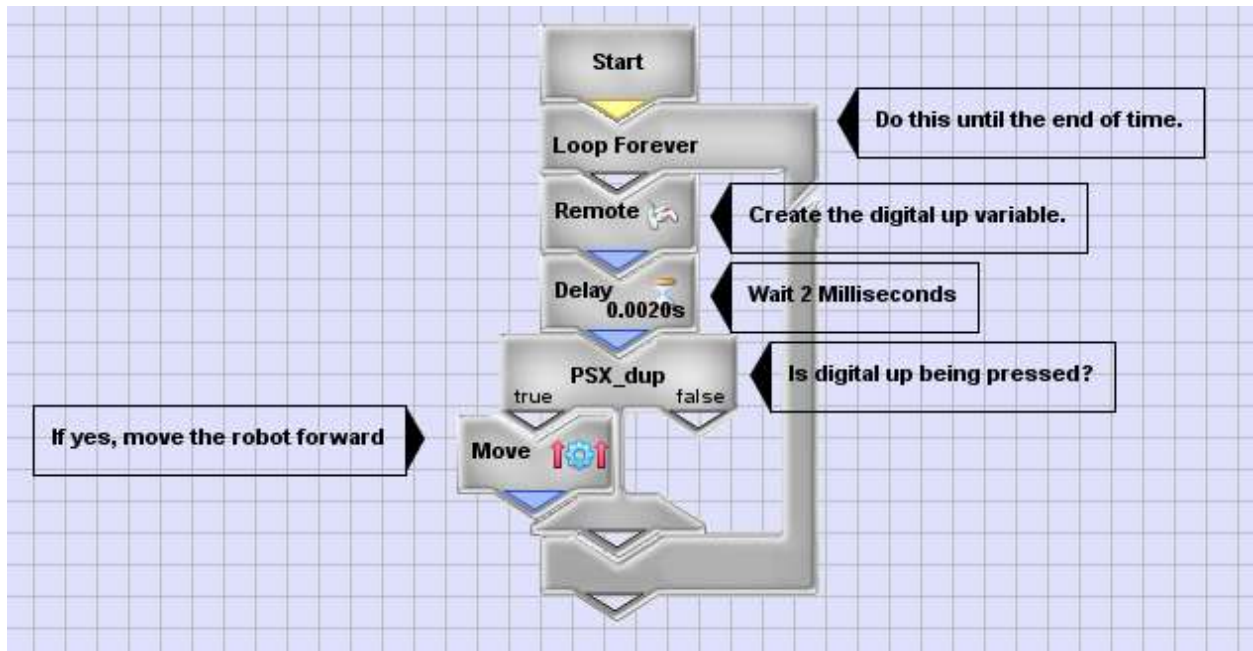
This program uses the Remote tool; it programs the robot to look for a signal coming from the PlayStation controllers Directional Pad or D-Pad. CEENBoT Commander calls the D-Pads controls digital up, down, left, and right. Once the digital up button, which is a Boolean type variable (True or False), it will move the robot forward.