Boolean: A data type with only two possible values: *true* or *false*.

Boolean Expression: A mathematical expression that evaluates to either *true* or *false*.

Boolean Logic (also called *Boolean Math* or *Boolean Algebra*): The mathematics of manipulating Booleans and Boolean expressions.

Boolean Operators: Used in Boolean Logic to compare and manipulate Booleans and Boolean expressions. Examples are AND, OR, NOT

Command block: A sequence of commands enclosed in square brackets

Control (of) Flow: Refers to the order in which statements or commands are executed and expressions are evaluated in the program
- o   Simple programs = linear sequence
- o   More advanced programs = nonlinear sequence and looping – conditional statements are used to control the flow

Conditional Statement: One that depends on the outcome of a Boolean expression

if-then Statement: If condition is true then perform statements
<div align="center">If condition then
statements</div>

- ▪   Condition : boolean (true/false) expression
- ▪   Statements: operations to perform if condition is true

if-else Statement: If condition is true then perform statements1, if the condition is false then perform statements2.
<div align="center">If condition then
Statements1
Else
Statements2</div>

- ▪   Condition : boolean (true/false) expression
- ▪   Statements: operations to perform if condition is true

Patches – a type of agent in NetLogo, represent the environment.