

7. Operators Block

Operators blocks (**green**) perform **calculations, comparisons, and text operations**. They are oval or hexagonal in shape, which means they return a value (a number, text, or true/false) and must be placed **inside** other blocks rather than stacked on their own. Think of them as the math and logic engine of your project.

Math operators

$\square + \square$	Adds two numbers together.
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$\square - \square$	Subtracts the second number from the first.
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$\square * \square$	Multiplies two numbers.
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Observe with project-[Multiplication table](#)

$\square / \square$	Divides the first number by the second. Note: dividing by 0 gives 'Infinity'.
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Pick random [] to []	Returns a random whole number between the two values you set. This is extremely useful for making unpredictable games and animations.
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Comparison operators

These return true or false and fit inside If/Repeat Until blocks:

[] > []	True if the left value is greater than the right value.
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[] < []	True if the left value is less than the right value.
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[] = []	True if both values are exactly equal. Works with numbers and text.
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Logic operators

<> and <>	True only if BOTH conditions are true at the same time.
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<> or <>	True if AT LEAST ONE of the conditions is true.
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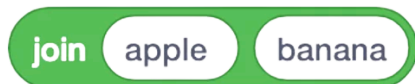


not <>	Flips a condition — turns true into false and false into true.
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Text (string) operators

Join [] []	Combines two pieces of text into one. For example, joining 'Hello ' and 'World' gives 'Hello World'.
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Letter [] of []	Returns the character at a specific position in a word. Letter 1 of 'apple' = 'a'.
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Length of []	Returns how many characters are in the text. Length of 'apple' = 5.
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[] contains []?

Returns true if the first text contains the second text anywhere inside it.



Let's learn with projects:

[Logical operators with numbers](#)

[Rain drop animation](#)