

In general, consult the oTree tutorial for all your oTree programming questions:
<https://otree.readthedocs.io/en/latest/tutorial/intro.html>

You can find the instructions for creating a simple survey:
https://otree.readthedocs.io/en/latest/tutorial/part1_studio.html

The homework asks you to assign profit based on a condition. You can check whether the condition is satisfied by programming a player method and calling it before the next page loads.

For example, assume a player enters a field called “number” between 0 and 100 and you want to give a profit of 200 if the number is greater or equal than 50 and a profit of 100 otherwise.

1. Create a player method, called profitcheck, with the following code:

```
if self.number>=50:
    self.payoff=200
else:
    self.payoff=100
```

2. Add a “before_next_page” method to the page where the player enters a number and enter the following code into the method:

```
self.player.profitcheck()
```

3. Create a results page that displays the player’s profit. Input the following into the page contents:

```
Your profit is {{ player.payoff }}
```

You can use conditional statements to change what is displayed to the participant based on whether or not some condition is satisfied. For example, enter the following into the contents of the results page following the profit display:

```
{% if player.number >=50 %}
    The number you entered is greater than 50!
{% else %}
    The number you entered is less than 50!
{% endif %}
```

4. When you are done programming everything, define a session config to determine what apps will be shown to your participant and download the code.