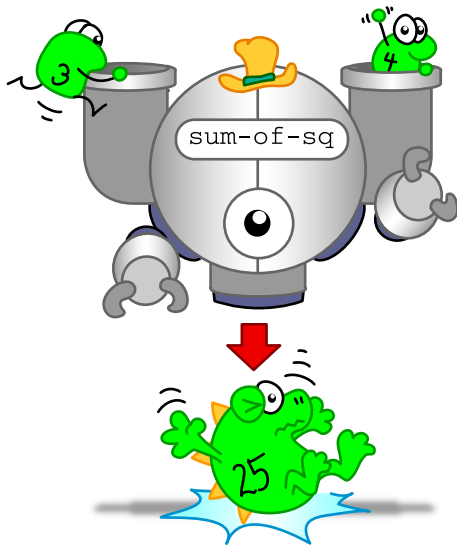


# Blocks as Data

Most blocks take in data as arguments and output data.



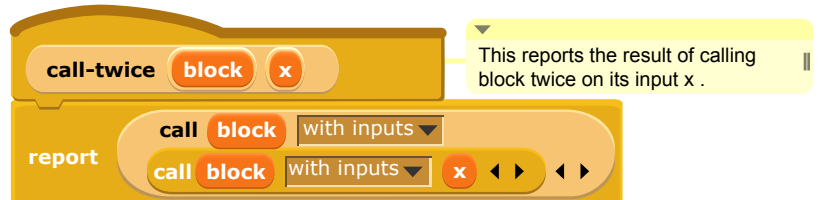
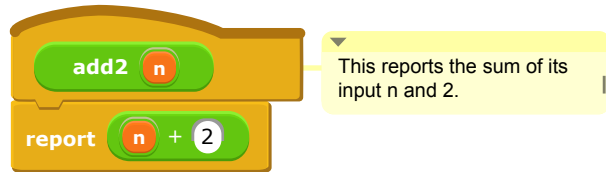
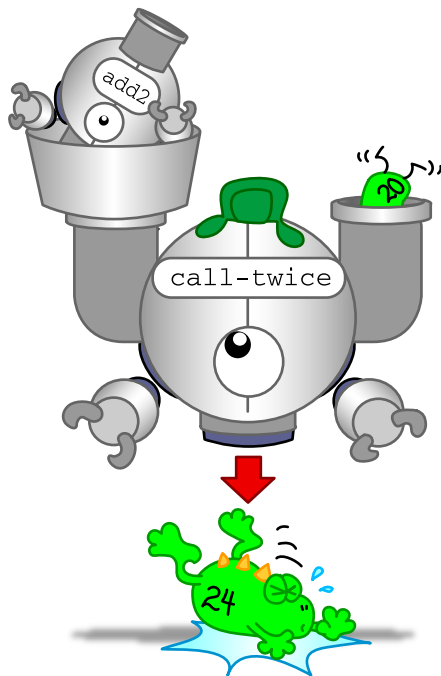
In the block editor:



Now call the block...



But BYOB is great because it's easy to pass blocks as arguments, just like any other data!



There are two ways of passing the **add2** block in as an argument:



Drag the block toward the input slot. A white halo will appear. Release the mouse if you don't want the grey border. Otherwise, keep dragging the block even closer toward the input slot until a grey border appears and then release the mouse button.

Also, blocks can output new blocks!

