
SCRATCHING THE SURFACE

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ABSTRACT

1 Introduction

2 History

Scratch is a visual block-based programming language with the goal of making programming more accessible to children. Scratch gets its name from DJs and their technique of combining different vinyl records called "scratching". Scratch is developed by the MIT Media Lab with the first prototype appearing in 2002 and officially launching on January 8, 2007. Currently on version 3.0 scratch is implemented using JavaScript while versions used Squeak and ActionScript. Currently Scratch is alive and well with over 40 million website visits, as seen from the analytical data on their website, and version 3.0, the newest version, coming out on January 2, 2019.

3 Control Structures

4 Data Types

5 Subprograms

6 Summary

References