SCRATCH: INTRODUCING KIDS TO PROGRAMMING

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ABSTRACT

Data mining is a good way to find the relationship between raw data and predict the target we want which is also widely used in different field nowadays. In this project, we implement a lots of technology and method in data mining to predict the sale of an item based on its previous sale. We create a strong model to predict the sales. After evaluating this model, we conclude that this model can be used in normal life for future sale's prediction.

1 Introduction

```
main() {
}
```

image.png

2 History

Scratch is not your traditional programming language, it's what's called a block-based visual programming language that was developed my the MIT Media Lab. It's primary purpose is to educate it's users of concepts and skills that can then be applied to other languages such as Java or C. The language first appeared in 2003 with the first desktop version of the language was developed, however it wasn't until 2007 when it was released to the public. The goal of the project was to teach young children to code in an easy fun and interactive way.

Today Scratch is on version 3.0, released in 2019, replacing it's predecessor Scratch 2.0 which was released on May 9, 2013. Today Scratch is used in many places across the globe and has been translated into 70+ languages. It is very prevalent in classrooms in all age ranges, scratch was developed in close coordination with a young audience at "Computer Clubhouses to maximize it's ease of use and educational effectiveness.

Scratch aims to simplify creating animations, games, and interactive stories, and simulations. Scratch 3.0 has it's own self contained paint editor and sound editor allowing users to create assets all within one suite. Scratch targets kids within the age range of 8-16 years old, often giving the kids a brief glimpse into Computer Science for the first time.

3 Control Structures

4 Data Types

5 Subprograms

6 Summary

References

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