

BLOCK PALLETE	BLOCK NAME	USED/NOT	FUNCTION
MOTION	MOVE 10 STEPS	USED	MAKE THE SPRITE TO MOVE 10 STEPS
	TURN 15 DEGREES CLOCKWISE	NOT	MAKE THE SPRITE TO ROTATE A 15 DEGREES CLOCKWISE
	TURN 15 DEGREES ANTICLOCKWISE	NOT	MAKE THE SRITE TO ROTATE A 15 DEGREES ANTICLOCKWISE
	GO TO RANDOM POSITION	USED	HELPS SPRITE TO MOVE RANDOMLY
	GO TO X: Y:	USED	SPRITE WILL MOVE TO THE POSITION OF X AND Y WE GIVEN
	GLIDE ONE SEC TO RANDOM POSITION	USED	SPRITE WILL UNDERGONE A SMOOTH,CONTINUOUS MOTION IN RANDOM POSITION
	GLIDE ONE SEC TO X: TO Y:	USED	GLIDE ONE SEC ACCORDING TO THE POSITION OF X AND Y
	POINT IN DIRECTION	NOT	SPRITE WILL FACE TO THE DIRECTION WE GIVEN
	POINT TOWARDS MOUSEPOINTER	NOT	SPRITE WILL FACE DOWNWARDS
	CHANGE X BY	USED	CHANGING THE VALUE OF X
	SET X TO	NOT	FIXING THE VALUE OF X
	CHANGE Y BY	USED	CHANGING THE VALUE OF Y BY
	SET Y TO	NOT	FIXING THE VALUE OF Y
	IF ON EDGE BOUNCE	USED	SPRITE WILL BOUNCE BACK WHEN HE REACHED THE END
	SET ROTATION STYLE a) X POSITION b) Y POSITION c) DIRECTION	USED	SETTING THE ROTATION STYLE

LOOKS	SAY HELLO FOR 2 SEC	NOT	MAKE THE SPRITE TO SPEAK A THING FOR FEW SECONDS
	SAY HELLO	USED	SPEAKS HELLO
	THINK FOR 2 SEC	NOT	THINK FOR A WHILE
	THINK	NOT	THINK SOMETHING
	SWITCH COSTUME	USED	CHANGING THE COSTUME TO A NEW ONE
	NEXT COSTUME	USED	AUTOMATICALLY SWITCH TO A NEW COSTUME
	SWITCH BACKDROP	USED	CHANGING THE BACKDROP TO A NEW ONE
	NEXT BACKDROP	NOT	GO TO THE NEXT BACKDROP
	CHANGE SIZE BY	NOT	CHANGING THE SIZE OF SPRITE BY
	SET SIZE TO	NOT	FIXING UP A SIZE
	CHANGE EFFECT BY	NOT	CHANGE ALL COLOR EFFECTS
	SET EFFECT TO	NOT	SET EFFECT TO
	CLEAR GRAPHIC EFFECT	NOT	CLEARING ALL GRAPHICS EFFECTS
	HIDE	NOT	HIDE A SPRITE
	SHOW	NOT	SHOW A SPRITE
	GO TO LAYER	NOT	GO TO A NEW LAYER
	GO LAYERS	NOT	
	COSTUME NUMBER	NOT	GO TO THE SPECIFIC COSTUME NUMBER
	BACKDROP NUMBER	NOT	GO TO THE GIVEN BACKDROP NUMBER
	SIZE	NOT	SETTING A SIZE

SOUND	PLAY SOUND UNTIL DONE	NOT	PLAYING THE SOUND UNTIL A PROCESS COMPLETED
	START SOUND	USED	START A SOUND
	STOP ALL SOUNDS	NOT	STOPPING ALL THE SOUNDS
	CHANGE EFFECT BY 10	NOT	CHANGE THE PITCH,LOUDNESS AND VARIOUS PROPERTIES OF SOUND
	SET EFFECT TO	NOT	SETTING SOUND PROPERTIES TO
	CLEAR SOUND EFFECTS	NOT	CLEAR ALL SOUND EFFECTS
	CHANGE VOLUME BY	NOT	CHANGING THE VOLUME
	SET VOLUME TO	NOT	SET VOLUME TO A SPECIFIC SOUND LEVEL
EVENTS	VOLUME	NOT	HOW MUCH IS THE VOLUME?
	WHEN FLAG CLICKED	USED	WHEN WE CLICK FLAG THE CODE WILL EXECUTE
	WHEN KEY PRESSED	USED	WHEN A KEY IS PRSSED THE CODE WILL START
	WHEN THIS SPRITE CLICKED	NOT	CODE WILL BEGIN ONLY IF THE SPRITE IS CLICKED
	WHEN BACKDROP SWITCHES TO	NOT	THE CODE WILL SATRT WHEN A BACKDROP CHANGED
	WHEN LOUDNESS >	NOT	THE CODE START WHEN LOUDNESS IS GREATER THAN A SPECIFIC VALUE
	WHEN I RECEIVE	USED	WHEN WE RECEIVE A COMMAND,ONLY IT WILL START
	BROADCAST	USED	BROADCASTING A MESSAGE
	BROADCAST UNTIL	NOT	BROASCAST UNTIL A THING HAPPENS

CONTROL	WAIT	USED	WAIT FOR FEW SECONDS(DELAY)
	REPEAT	USED	REPEATS A PROCESS
	FOREVER	USED	CONTINUOUSLY WORKING
	IF -THEN	USED	IF ONE IS TRUE, THEN NEXT
	IF-THEN-ELSE	NOT	IF ONE IS TRUE,DO ONE THING,IF IT IS FALSE, DO ANOTHER THING
	WAIT UNTIL	NOT	WAIT UNTIL A PERIOD OF TIME
	REPEAT UNTIL	NOT	REPEAT UNTIL A PERIOD OF TIME
	STOP ALL	NOT	STOP THE WHOLE CODE
	WHEN I START AS A CLONE	NOT	
	CREATE CLONE OF	NOT	CREATING A COPY OF
	DELETE THIS CLONE	NOT	

SENSING	TOUCHING MOUSE POINTER	USED	GIVE RESPONSE WHEN WE TOUCH ANY KEY/MOUSE POINTER
	TOUCHING COLOR	NOT	WHEN WE TOUCH A COLOR
	COLOR IS TOUCHNG	NOT	IF ONE COLOR IS TOUCHING THE OTHER
	DISTANCE TO	NOT	CALCULATING THE DISTANCE
	ASK AND WAIT	NOT	ASK A QUESTION AND WAIT
	ANSWER	NOT	ANSWER OF THE GIVEN QUESTION
	KEY PRESSES	USED	IF WE PRESS ANY KEY
	MOUSE DOWN	NOT	
	MOVE X	NOT	IF X IS MOVED
		NOT	IF Y IS MOVED
	MOVE Y		
	SET DRAG MODE	NOT	
	LOUDNESS	NOT	SENSING THE LOUDNESS
	TIMER	NOT	SET A TIMER VALUE
	RESET TIMER	NOT	INITIALIZING THE TIMER VALUE
	OF STAGE	NOT	
	CURRENT	NOT	
	DAYS SINCE	NOT	
	USERNAME	NOT	

OPERATORS	+ , - , * , /	NOT	ARITHMETIC OPERATIONS LIKE ADDITION,SUBTRACTION,DIVISION,MULTILICATION
	PICK RANDOM	NOT	PICKING A RANDOM NUMBER WITHIN A RANGE
	>,< ,=	USED	CHECKING GREATER THAN/LESS THAN?EQUAL TO
	AND ,OR, NOT	USED	LOGICAL AND/OR/NOT
	JOIN	NOT	JOINING TWO WORDS
	LETTER OF	NOT	FINDING THE LETTER
	LENGTH OF	NOT	LENGTH OF A GIVEN WORD
	APPLE CONTAINS	NOT	CHECKING IF THE WORD CONTAINS GIVEN LETTERS
	MOD	NOT	MODULUS OPERATION
	ROUND	NOT	
VARIABLE	OF	NOT	
	MAKE A VARIABLE	USED	CREATING A VARIABLE
	SET VARIABLE TO	USED	SET THE VALUE OF THE VARIABLE
	CHANGE VARIABLE BY	USED	CHANGE THE VALUE OF VARIABLE BY A GIVEN VALUE
	SHOW VARIABLE	NOT	SHOW THE VARIABLE CREATED
	HIDE VARIABLE	NOT	HIDING VARIABLE
BLOCKS	MAKE A LIST	NOT	MAKE A NEW LIST
	MAKE A BLOCK	NOT	ADDING NEW BLOCK OF CODES

