

DON BOSCO INSTITUTE OF TECHNOLOGY
DEPARTMENT OF ELECTRONICS AND TELECOMMUNICATION
IEEE-DBIT STUDENT BRANCH

Report on 'Coder's Strike'

Day 1- Scratch – Visual Programming Language

Topic: Scratch - Visual Programming Language

Date & Time: July 21, 2018, 9:30 am – 2.30 pm

Venue: VLSI and Embedded System lab, 2nd Floor, B Block

Audience: 14 Students from SE, 3 Students from TE

Description:

Mr. Arnold Sequeira (TE EXTC) introduced 'Scratch – a Visual Programming Language' to the participants. Scratch is a free software which is used for creating animated stories, informational text as well as games. Scratch allows users to use event-driven programming with multiple active objects called sprites. Sprites can be drawn as vector or bitmap graphics or can be imported from external sources example web-cam. Mr. Arnold then explained the software and the various categories in it.

Discussion on the following points were done:

- Motion
- Sound
- Data
- Control
- Sensing
- Operators

Mr. Arnold had assigned tasks to the participants which were to make hexagon or circle in the co-ordinate system and make two sprites dance simultaneously with change in the backdrop which everyone was able to perform. Ms. Sanjana Patil (BE EXTC) then explained how to create a game called feeding frenzy wherein the shark would eat the small fish which would increment the user's score by one and if the shark comes in contact with the crab the game would end and various other tools too were explained while creating the game. Mr. Arnold then demonstrated a piano in which the inputs were given with the help of mouse. Towards the end, the participants were asked to create a game as per the specifications given to them. Mr. Amey then gave a small sneak peek about the next workshop – 'Blender – Professional, Free and Open Source 3D Computer Graphics Software Toolset' to be held on Saturday, July 28, 2018 .

Feedback:



Atharva Bondre (SE EXTC)

The workshop was well organized. The members co-operation was great, everyone was really helpful and the explanation of software was also awesome. I got to learn something new and it was a fun experience. I hope to have more such workshops in the future.



Anjishnu Datta (SE-MECH)

It was a wonderful workshop that was organized by IEEE-DBIT on July 21st, 2018. It was based on a software called scratch. They taught us scratch from the scratch. They made us understand every feature very beautifully. We actually made a few 2D games. Everyone was very friendly and helpful there. I enjoyed the workshop very much and really hope IEEE-DBIT keeps conducting such entertaining sessions.

Event Photographs:





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