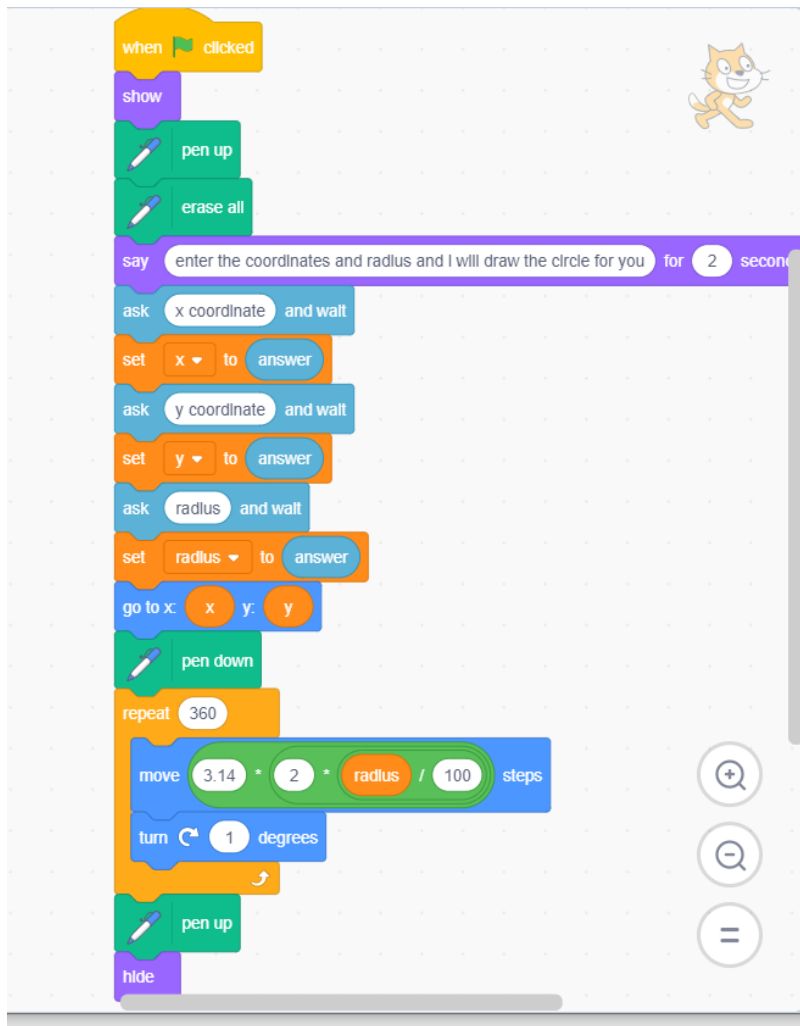
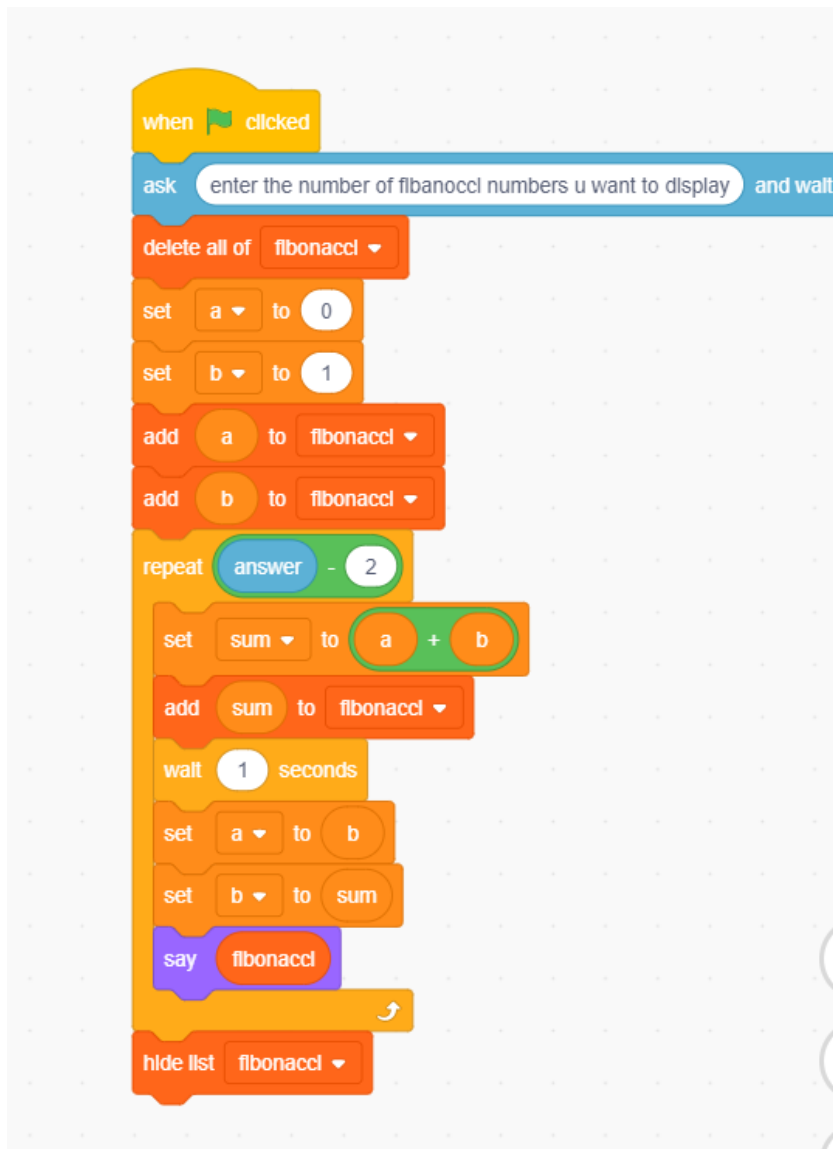


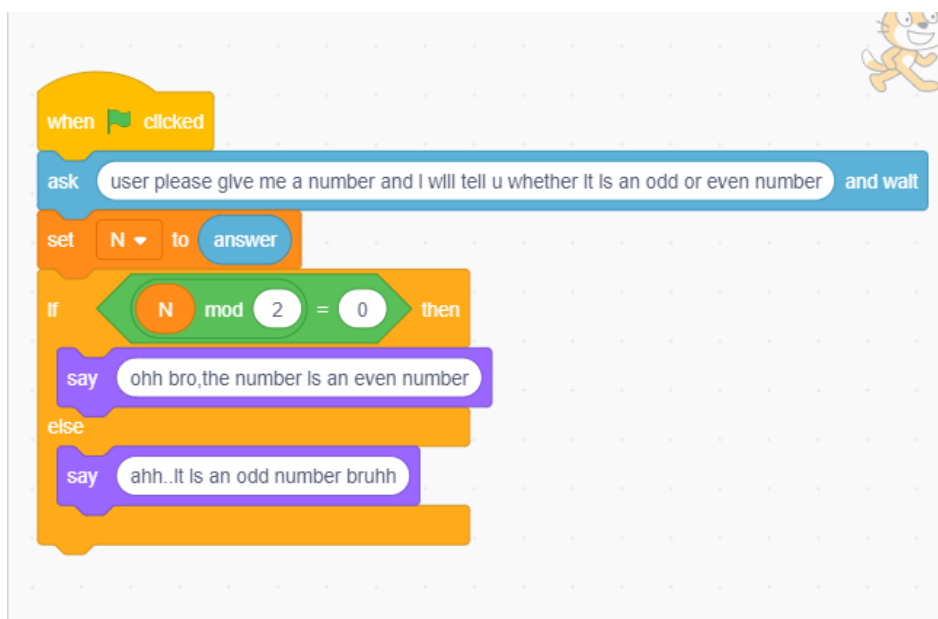
Prime number checking



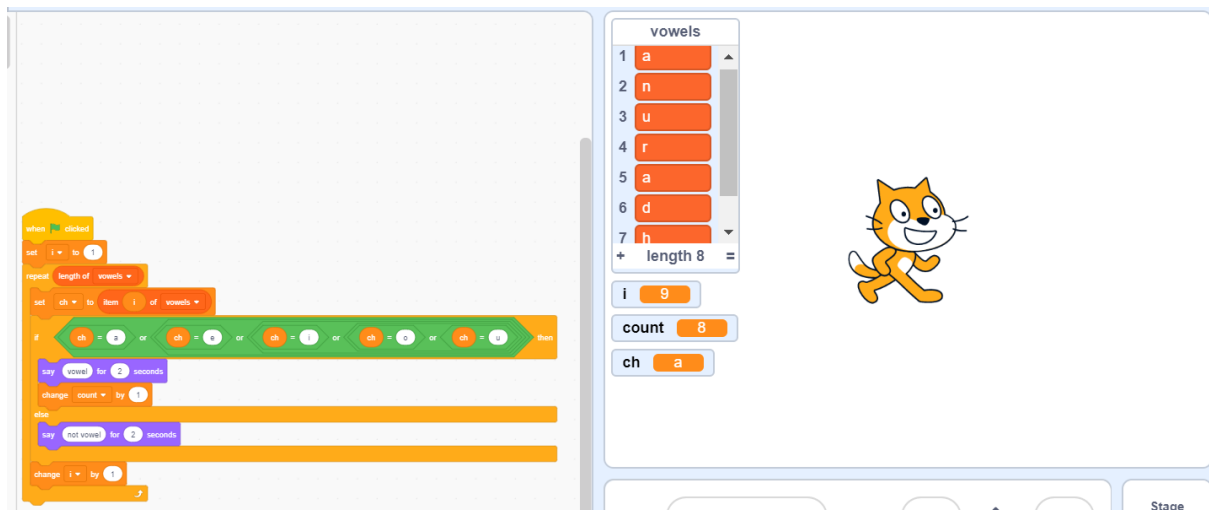
draw circle of specific radius at
specific coordinate



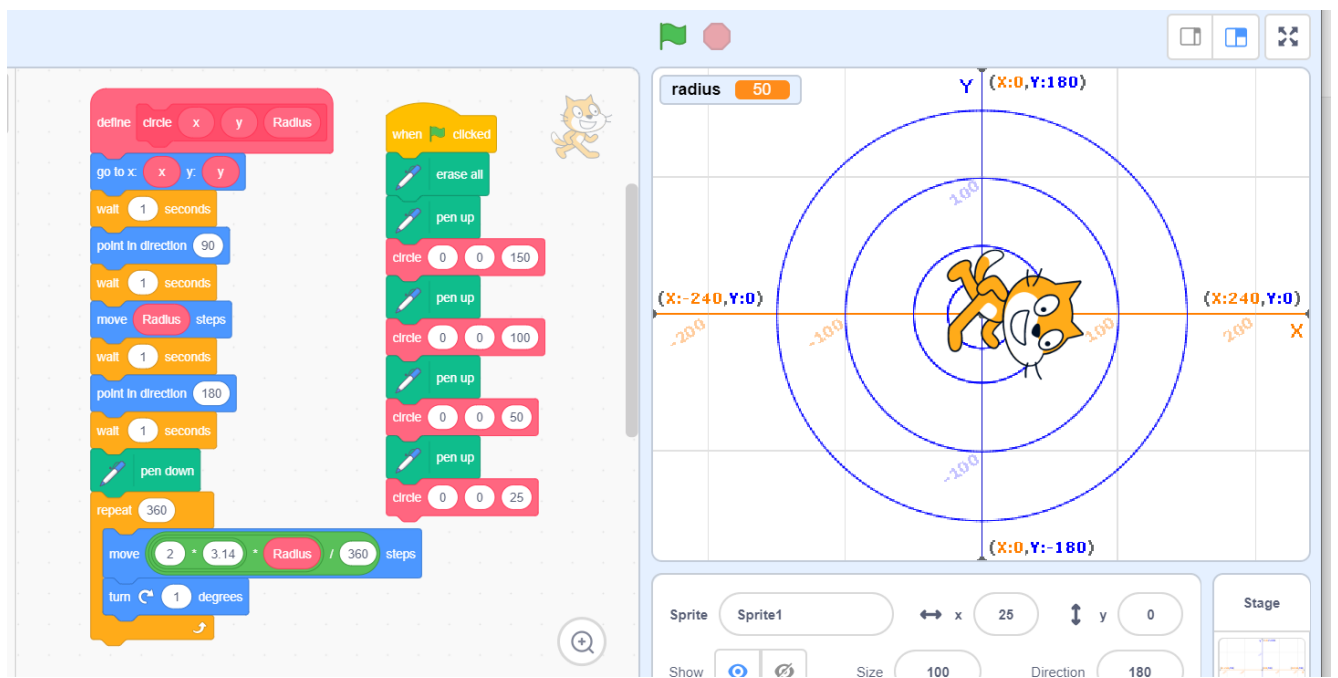
Fibonacci series



Even or odd



vowels in a word



Concentric circles

difference b/w broadcast and
broadcast and wait

Broadcast: sending the
broadcast will cause the
second chunk of blocks to
execute, but will not stop the
first chunk of code from
continuing to execute.

using a broadcast and wait
block, Scratch will pause the
execution of the chunk of
code that sent the broadcast
until all scripts that reacted to
the broadcast being sent
have finished executing.

If

ask what is the result of 3+2? and wait

If $\text{answer} = 5$ then

say Correct

If-Else

ask what is the result of 3*2? and wait

If $\text{answer} = 6$ then

say Correct!

else

say Incorrect



when clicked
move 10 steps

EVENT BLOCK

when up arrow key pressed
move 10 steps

when down arrow key pressed
move 10 steps

when up arrow key pressed
change size by 10

when right arrow key pressed
move 10 steps

when down arrow key pressed
change size by 10

when 3 key pressed
move 10 steps

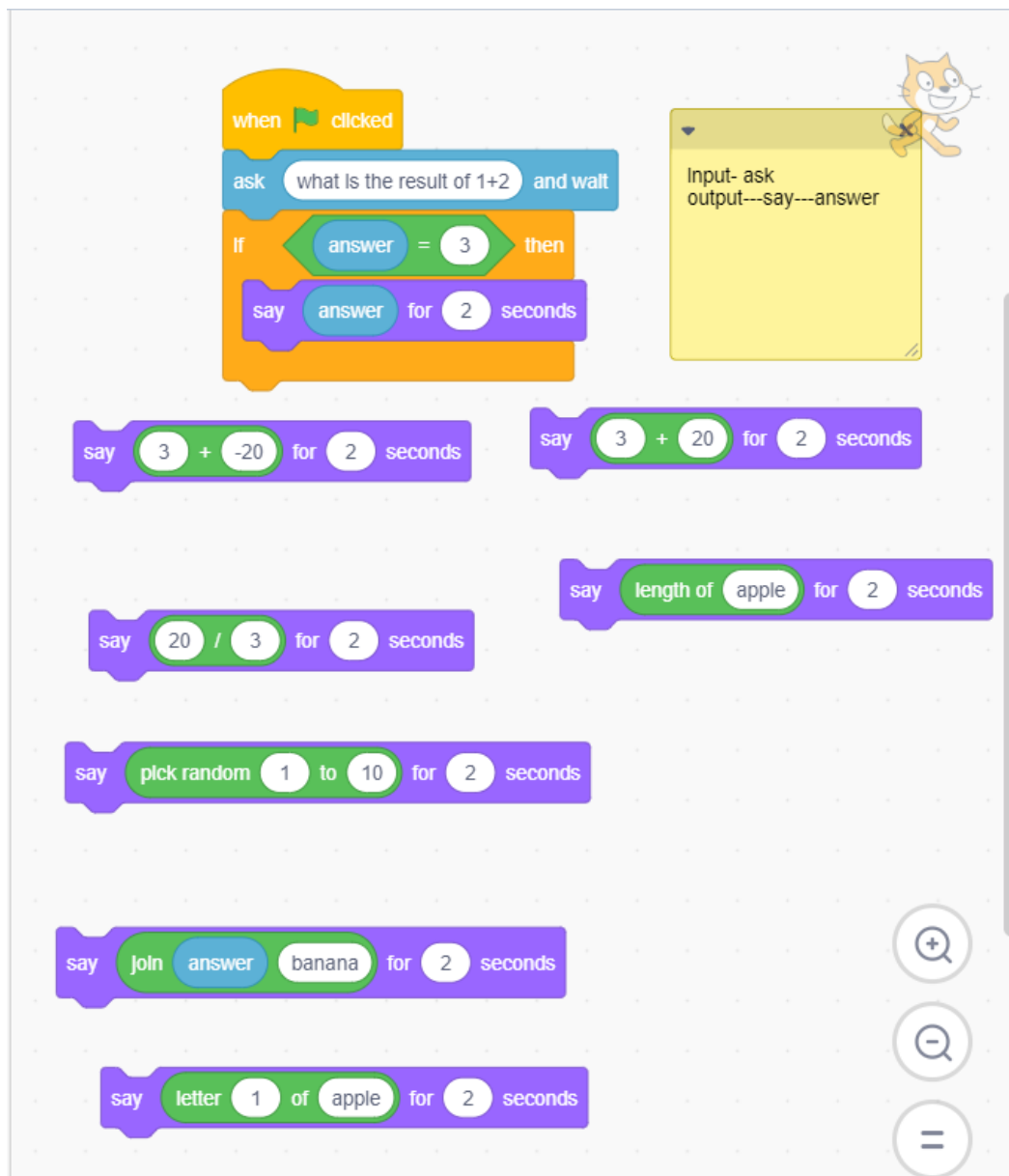
when this sprite clicked
move 10 steps

when backdrop switches to Baseball 1
move 10 steps

when I receive Hello Cat how r u?
move 10 steps

when I receive Howz lfe going?
say Fine.Thankyou for 2 seconds





The image shows a Scratch script on a grid background. The script starts with a 'when clicked' block, followed by an 'ask' block with the text 'what is the result of 1+2' and a 'wait' block. Then, there is an 'if' block with the condition 'answer = 3'. Inside the 'if' block is a 'say' block with the text 'answer' for 2 seconds. To the right of the script is a yellow note with the text 'Input- ask' and 'output---say---answer'. Below the script are several 'say' blocks: 'say 3 + -20 for 2 seconds', 'say 3 + 20 for 2 seconds', 'say 20 / 3 for 2 seconds', 'say pick random 1 to 10 for 2 seconds', 'say join answer banana for 2 seconds', and 'say letter 1 of apple for 2 seconds'. On the right side, there is a vertical scrollbar and three circular buttons with a plus sign, a minus sign, and an equals sign.

```
when clicked
ask what is the result of 1+2 and wait
if answer = 3 then
  say answer for 2 seconds

say 3 + -20 for 2 seconds
say 3 + 20 for 2 seconds
say 20 / 3 for 2 seconds
say pick random 1 to 10 for 2 seconds
say join answer banana for 2 seconds
say letter 1 of apple for 2 seconds
```

Input- ask
output---say---answer

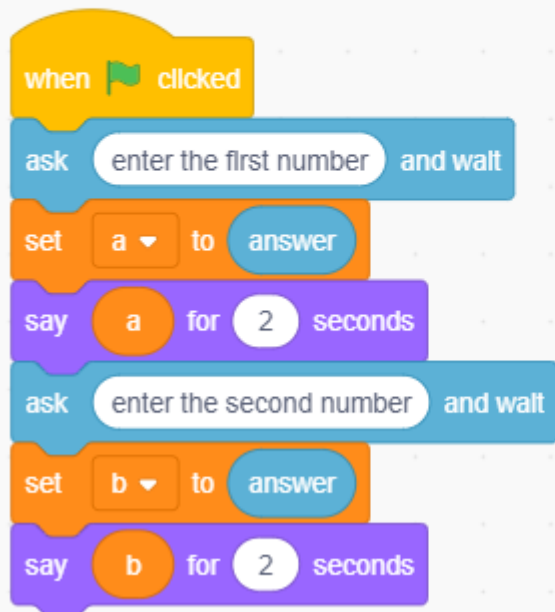
Input-output without creating a variable

```
ask enter the first number and wait
say answer for 2 seconds
ask enter the second number and wait
say answer for 2 seconds
```

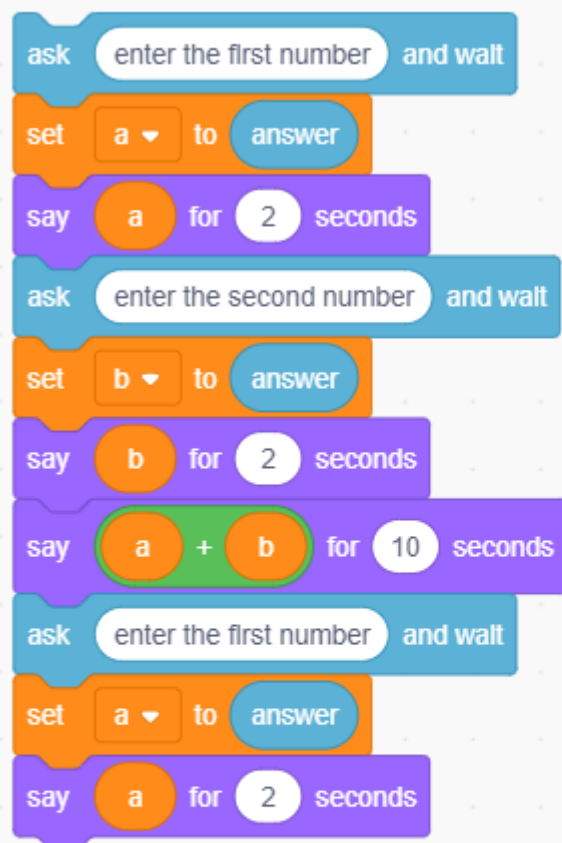
Input-output with a variable ask---
set---say---NUMBERS

```
ask enter the first number and wait
set a to answer
say a for 2 seconds
ask enter the second number and wait
set b to answer
say b for 2 seconds
```


VARIABLES: are names given to memory locations for storing values (numbers or strings)



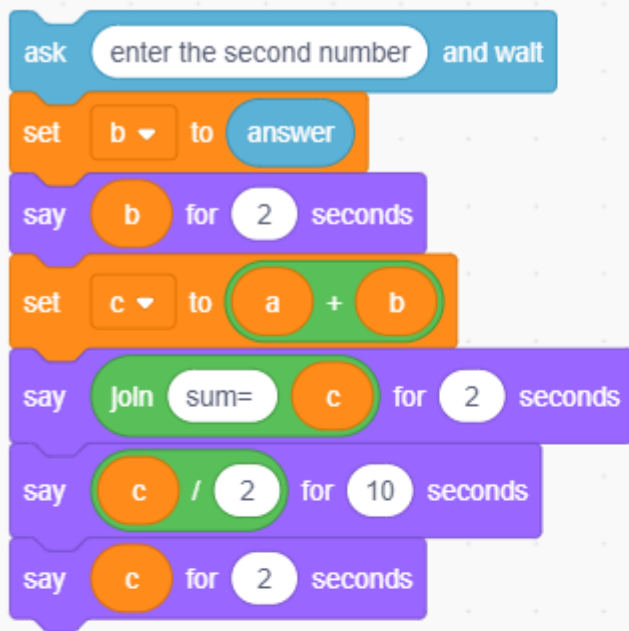
Input 2 numbers from the user and display the 2 numbers----using variables



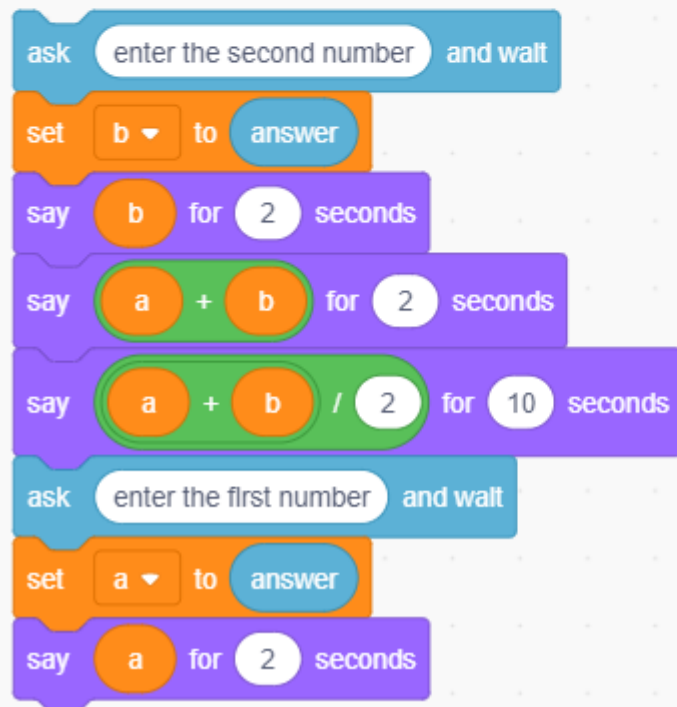
WAP to add 2 numbers

1. enter first number
2. enter the second number
3. first number+second number----SUM of 2 numbers

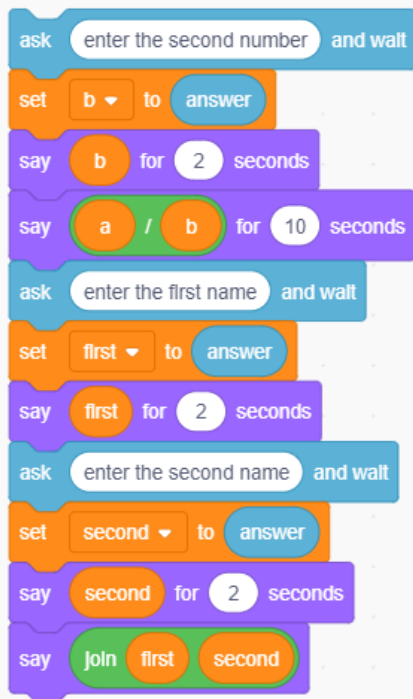
Similarly, Complete
WAP to SUB,MUL,DIV 2
numbers



sum--a+b store It In a variable c and print the value c



find the average of 2 numbers
1. enter first number
2. enter the second number
3. first number+second number----SUM of 2 numbers
4. average=sum/2



entering strings values
enter your first name
and your last name and
print your name
Example : If
first name---anu
second name---radha
output---anuradha