



Download today's scratch code at home: <https://github.com/GWC-DCMB/FEMMES>

Definitions

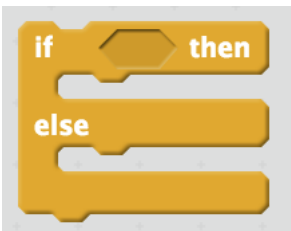
Events: ways to indicate the start of your code



Operators: These are “Boolean” expressions. They are logical statements that can be True or False. For example, “Are you 12 years old?” could be written with the operator: Age=12? The answer could take on the values yes (true) or no (false).



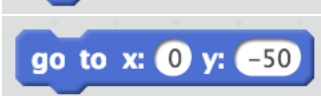
Controls: perform different computations or actions depending on whether a specified boolean **operator** is true or false



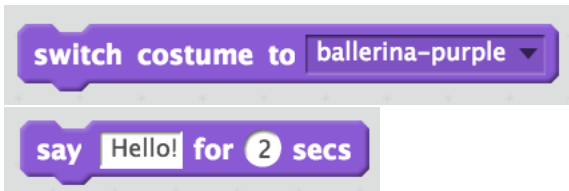
Sensing: ways to get receive input, and store in the variable “answer”



Motions: actions that your sprite can do



Looks: actions that your sprite can do



Choreograph with Code

Write a code that **WHEN** the sprite (i.e. character, ballerina) is clicked,

(use an item from the **Events** tab)

the sprite will **ASK** “Do you like the color of my costume? (yes/no)”

(use an item from the **Sensing** tab)

Then, take the user’s **ANSWER**

(use an item from the **Sensing** tab)

And depending on **what the response is**,

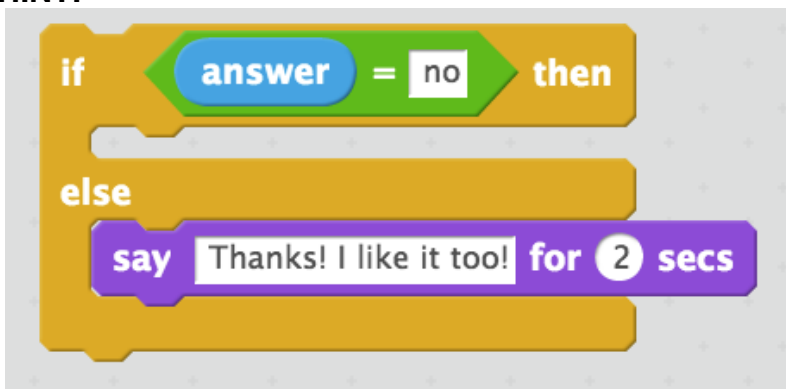
(use an item from the **Operators** tab)

Change the color of her costume based on the response

(use items from the **Controls** tab)

(use an item from the **Looks** tab)

HINT:



Extension: Make your code **ROBUST** enough to deal with responses that are not yes, no, or the accepted costume color.