

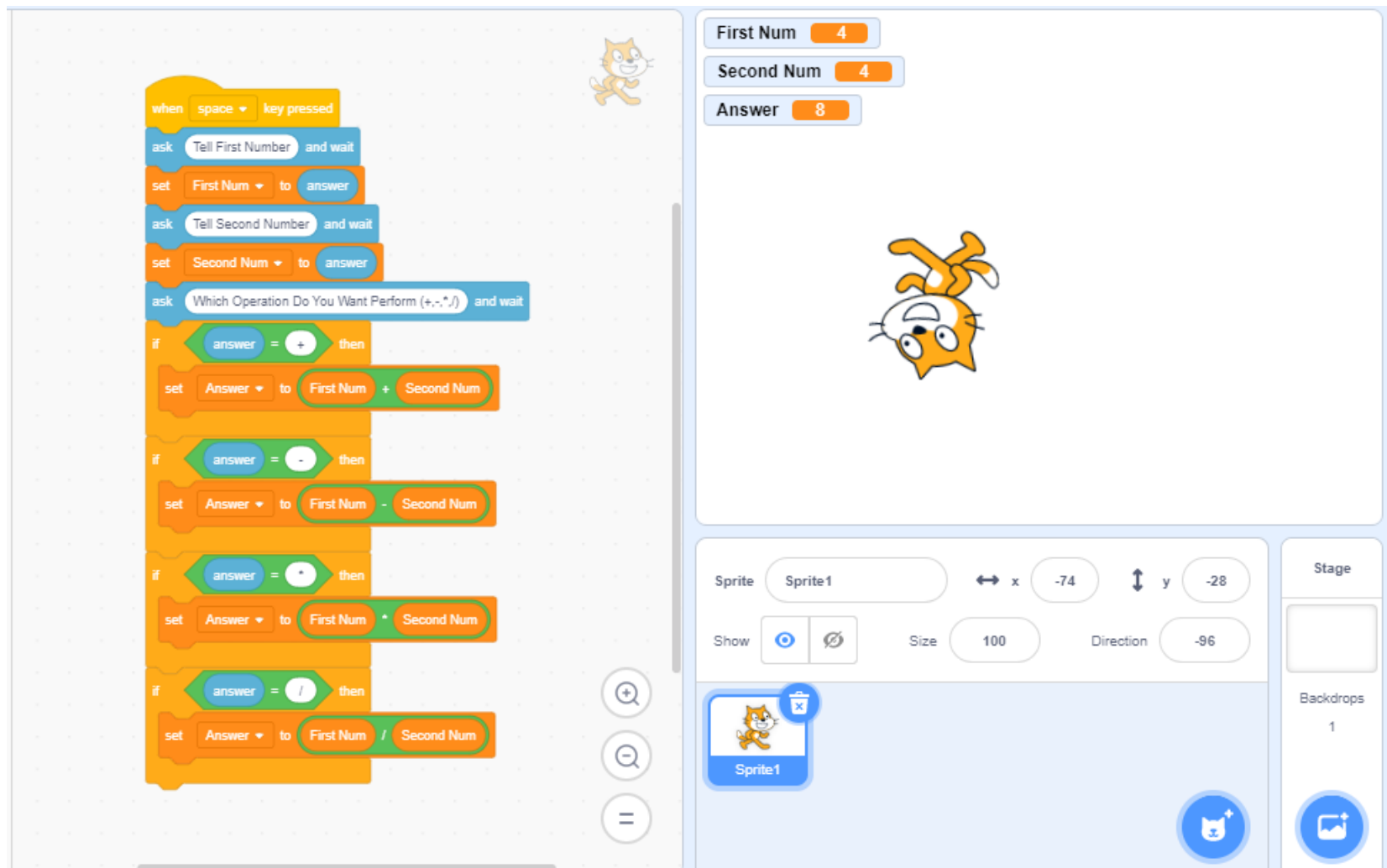
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Course: Programing Fundamental(PF)

Teacher: Shaheer Ahmed

Role No: K224777

# Q: No 1 Calculator



The image shows a Scratch project titled "Q: No 1 Calculator". The script on the left is as follows:

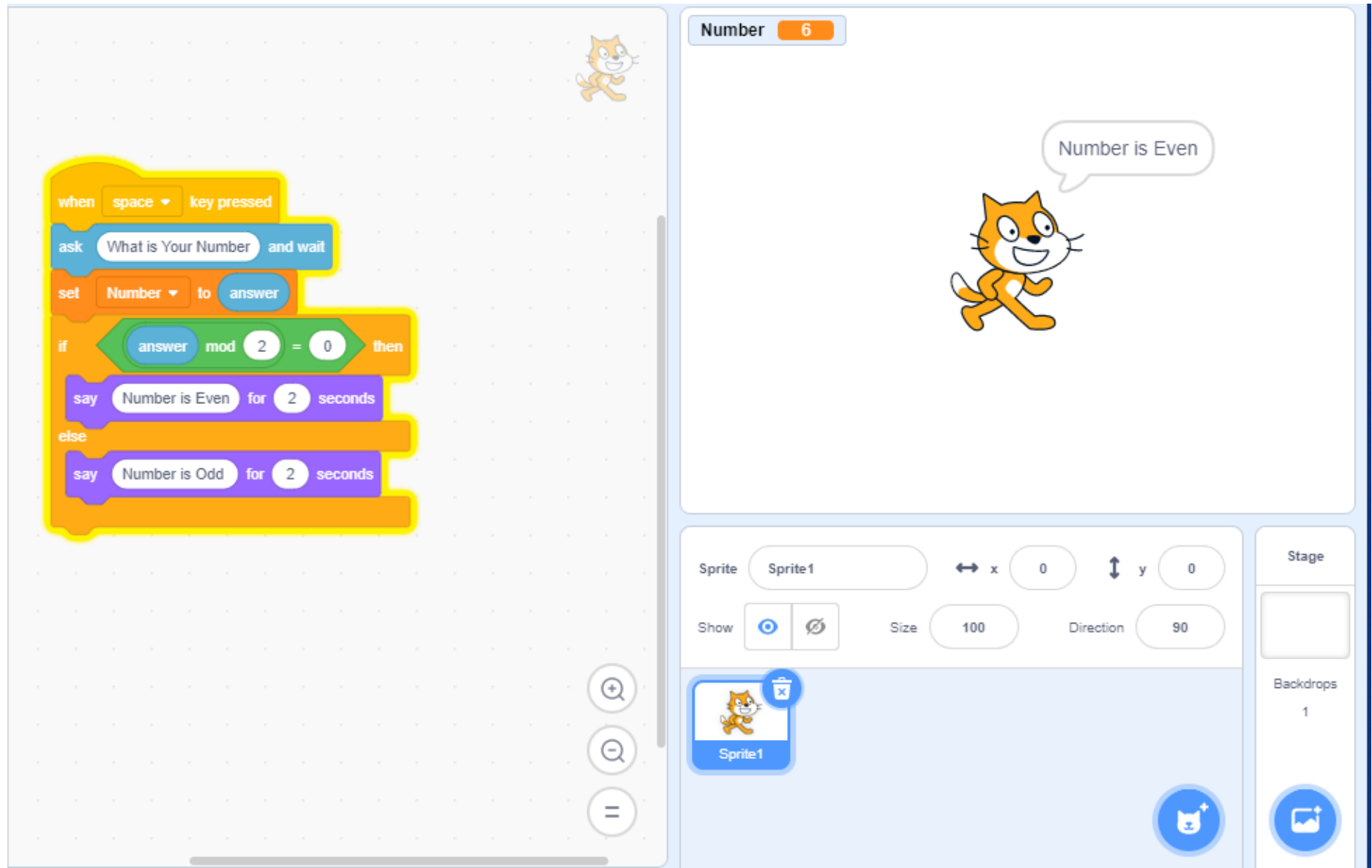
```
when space key pressed
ask Tell First Number and wait
set First Num to answer
ask Tell Second Number and wait
set Second Num to answer
ask Which Operation Do You Want Perform (+,-,*,/) and wait
if answer = + then
set Answer to First Num + Second Num
if answer = - then
set Answer to First Num - Second Num
if answer = * then
set Answer to First Num * Second Num
if answer = / then
set Answer to First Num / Second Num
```

The stage on the right displays the following variables:

- First Num: 4
- Second Num: 4
- Answer: 8

A cat sprite is positioned in the center of the stage. The bottom right corner of the interface shows the sprite list with "Sprite1" and the stage area with a "Backdrops" list containing "1".

# Q:no2 Check Number Even Or Odd




The image displays a Scratch project for checking if a number is even or odd. The script on the left is as follows:

```
when space key pressed
ask What is Your Number and wait
set Number to answer
if answer mod 2 = 0 then
say Number is Even for 2 seconds
else
say Number is Odd for 2 seconds
```

The stage on the right shows the Scratch cat sprite with a speech bubble that says "Number is Even". A variable monitor at the top left of the stage shows "Number" with the value "6". The sprite's properties are set to "Sprite1", "x: 0", "y: 0", "Size: 100", and "Direction: 90". The stage has a single backdrop labeled "1".

# Qno3:Fabiconni series



The script is as follows:

```
when space key pressed
  set A to 0
  set B to 1
  set C to 0
  say 1 for 1 seconds
  repeat 90
    set C to A + B
    set A to B
    set B to C
    say C for 1 seconds
```

The script is highlighted in yellow in the image.

5 items 1 item selected 41.7 KB

|   |    |
|---|----|
| A | 13 |
| B | 21 |
| C | 21 |

21

Sprite: Sprite1

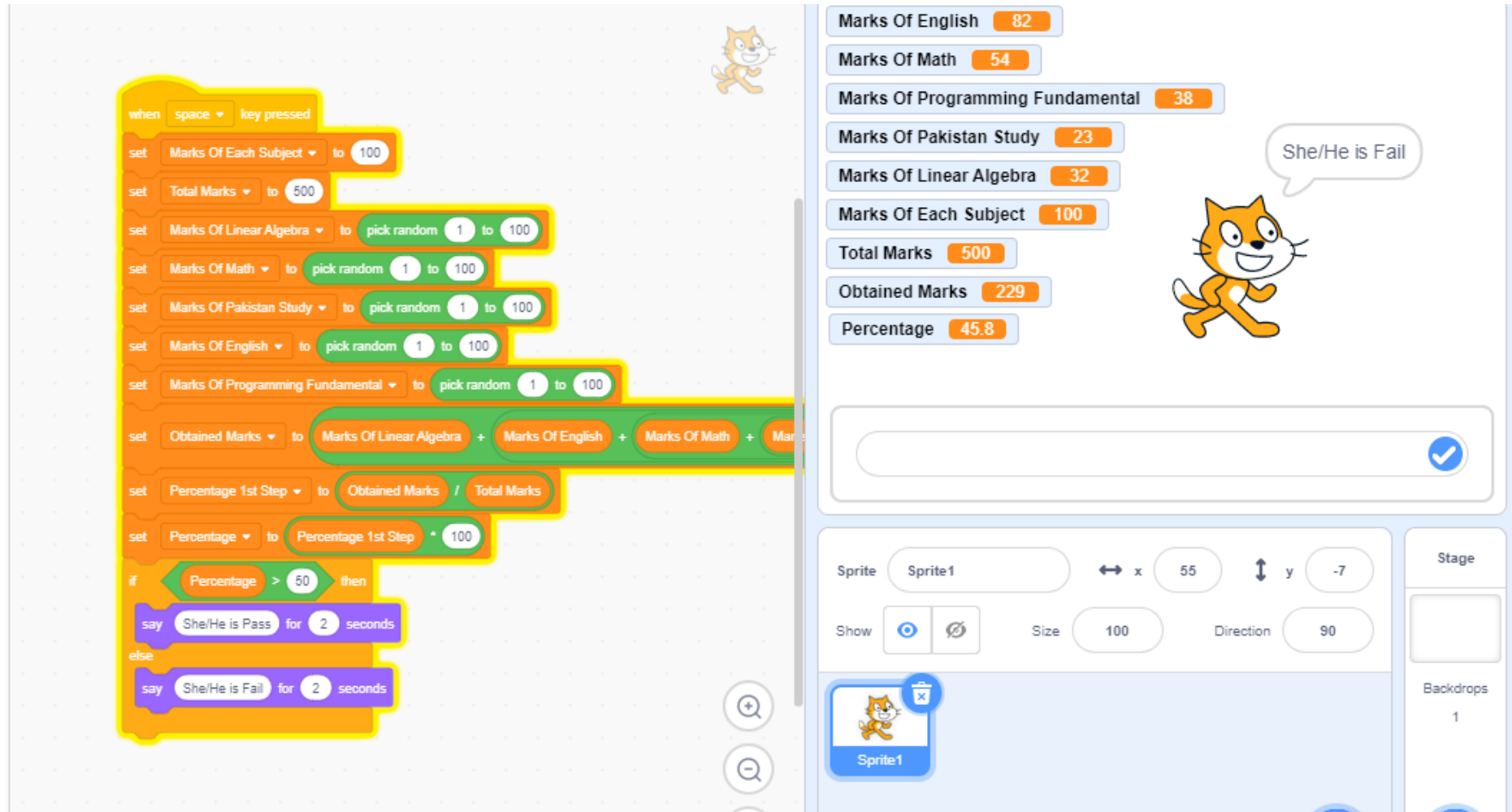
Size: 100

Direction: 90

Stage

Backdrops: 1

# Qno4: Result



The image displays a Scratch project titled "Qno4: Result". The script on the left, triggered by a space key press, sets the total marks to 500 and randomly assigns marks to five subjects: Linear Algebra (100), Math (54), Pakistan Study (23), English (82), and Programming Fundamental (38). It then calculates the obtained marks (229) and the percentage (45.8). Since the percentage is less than 50, a speech bubble saying "She/He is Fail" is displayed. The stage on the right shows these calculated values and the fail message.

**Script:**

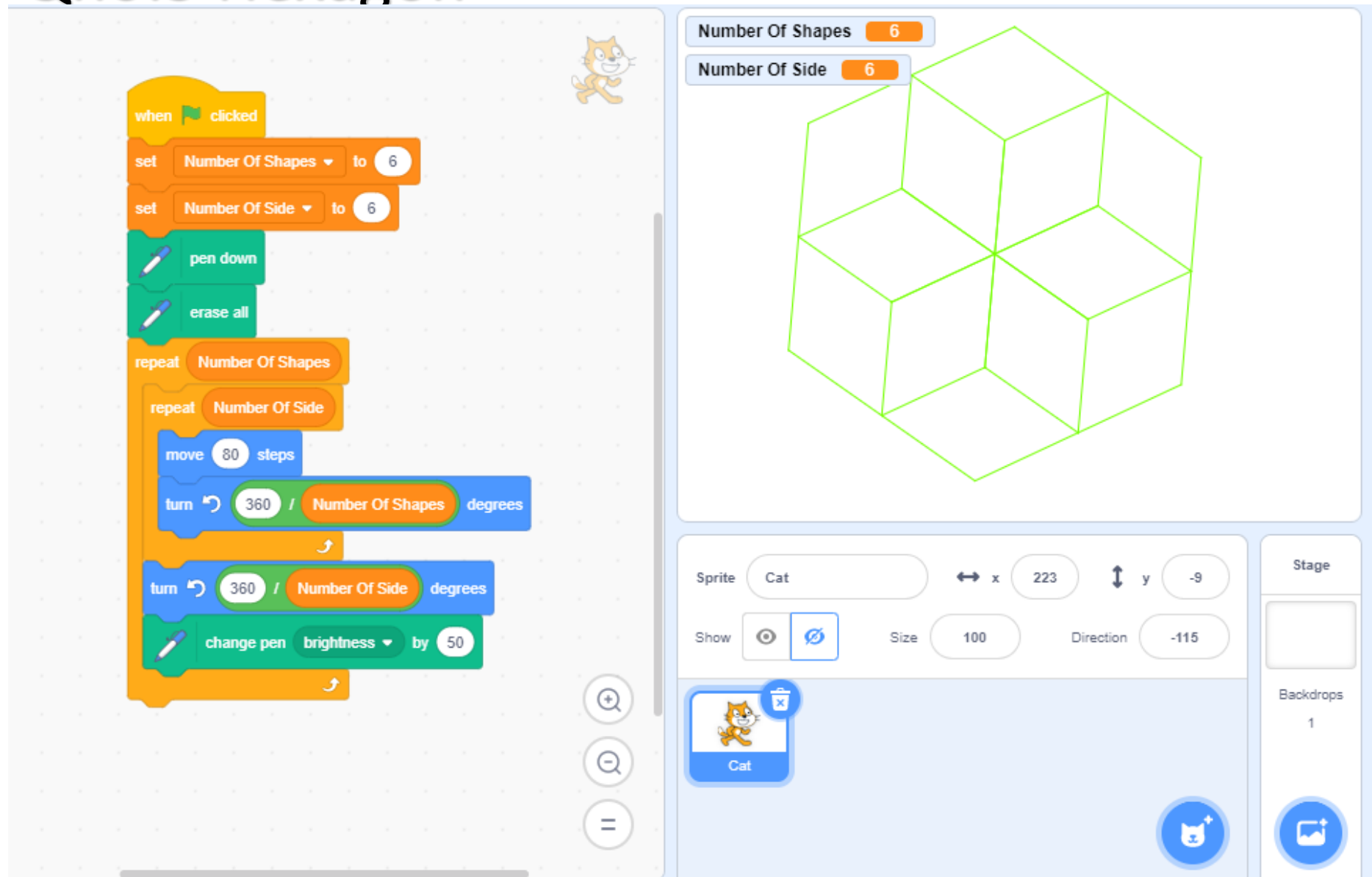
```
when space key pressed
  set Marks Of Each Subject to 100
  set Total Marks to 500
  set Marks Of Linear Algebra to pick random 1 to 100
  set Marks Of Math to pick random 1 to 100
  set Marks Of Pakistan Study to pick random 1 to 100
  set Marks Of English to pick random 1 to 100
  set Marks Of Programming Fundamental to pick random 1 to 100
  set Obtained Marks to Marks Of Linear Algebra + Marks Of English + Marks Of Math + Marks Of Pakistan Study + Marks Of Programming Fundamental
  set Percentage 1st Step to Obtained Marks / Total Marks
  set Percentage to Percentage 1st Step * 100
  if Percentage > 50 then
    say She/He is Pass for 2 seconds
  else
    say She/He is Fail for 2 seconds
```

**Stage:**

- Marks Of English: 82
- Marks Of Math: 54
- Marks Of Programming Fundamental: 38
- Marks Of Pakistan Study: 23
- Marks Of Linear Algebra: 32
- Marks Of Each Subject: 100
- Total Marks: 500
- Obtained Marks: 229
- Percentage: 45.8
- She/He is Fail

**Sprite:** Sprite1 (Cat) at x: 55, y: -7, size: 100, direction: 90.

# Qno:5 Hexagon



The image displays a Scratch project titled "Qno:5 Hexagon". The script area on the left contains the following code:

```
when green flag clicked
  set Number Of Shapes to 6
  set Number Of Side to 6
  pen down
  erase all
  repeat (Number Of Shapes)
    repeat (Number Of Side)
      move 80 steps
      turn 360 / Number Of Shapes degrees
    turn 360 / Number Of Side degrees
    change pen brightness by 50
```

The stage area on the right shows a 3D visualization of a hexagonal pattern. It features a central hexagon with six smaller hexagons attached to its sides, forming a larger hexagonal shape. The lines are green. The stage also displays the following properties:

- Sprite: Cat
- Size: 100
- Direction: -115
- Backdrops: 1