

The image shows the Scratch 3.0 interface. On the left, the 'Motion' category is selected in the sidebar, displaying various motion blocks like 'move', 'turn', 'go to', and 'glide'. The main workspace features a cat sprite at the top. Below it, a script is visible, starting with a 'define' block for 'Draw Environment'. This is followed by several 'Draw Quadrilateral' blocks with specific x, y, width, and height values. The script also includes 'if' blocks that check the 'x / yaw' axis of a cube and perform actions based on the results. At the bottom, there is a 'Hello!' speech bubble block. The interface is in a dark theme.

The image is a screenshot of the Scratch 3.0 web application interface. At the top, a status bar displays system information: a green flag icon, a yellow bar icon, a red octagon icon, '60 FPS', 'Interpolation', a speaker icon, and '73, -174'. To the right of the status bar are several utility icons: a magnifying glass, a game controller, a folder, a document, a window, a red square, and a crosshair. The main workspace is a dark gray stage. It features a green trapezoidal floor with white dashed lines converging towards a central square. This central square has a red circle with a white plus sign inside it. Above the square, the text 'COMBO' is displayed, followed by a large '7', the score '3360', '100.0%', and 'SS'. To the right of the square is a 'X1' multiplier and a timer '0:05 / 3:19'. On the left side, there is a sidebar with two panels. The 'Sprite' panel shows a 'Sprite' dropdown set to 'Engine', with 'x' at '-90' and 'y' at '-60'. Below this are 'Size' (set to '1') and 'Direction' (set to '90') controls. A 'Search sprites...' input field is present. Below the search field are several sprite categories: 'EMPTY', 'Menus Folder' (with a folder icon), 'SFEplus' (with a green 'Aa' icon), 'Engine' (highlighted with a red border and a red 'x' icon), 'Game Data' (with a blue square icon), 'Multiplayer' (with a dark blue rectangle icon), and 'Transition' (with a small white square icon). The 'Stage' panel on the right shows a 'Stage' dropdown, a preview of the current stage, and 'Backdrops' set to '8'. At the bottom of the interface, there are two red circular buttons: one with a white cat head icon and a plus sign, and another with a white square icon and a plus sign.