

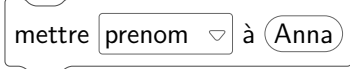
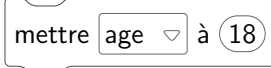
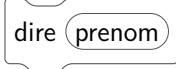
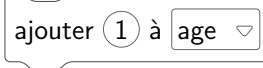
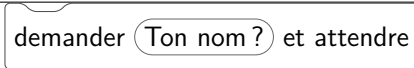

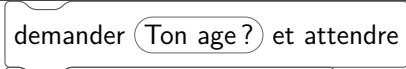



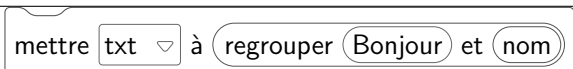
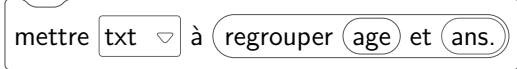

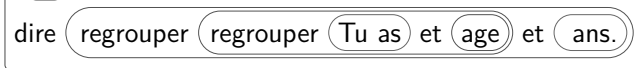
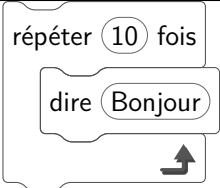
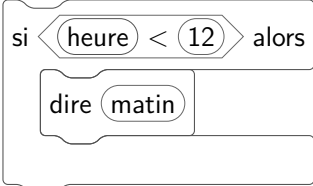
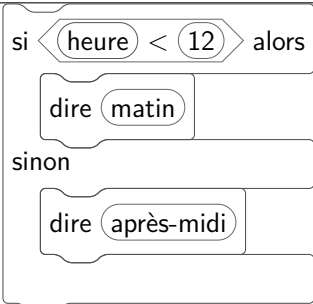
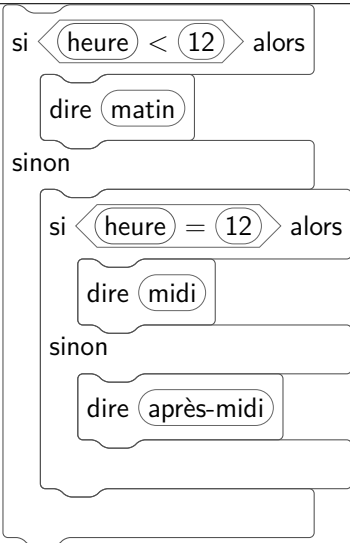
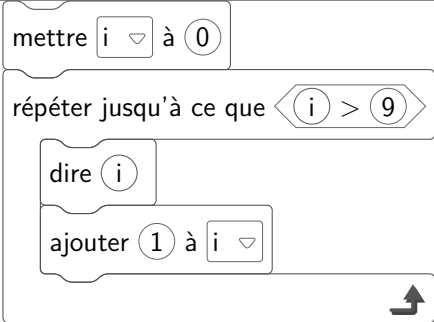


Remarque : le bloc  ne se traduit pas en python.

Scratch	Python
Afficher un texte	
	<code>print("Bonjour")</code>
Donner une valeur à une variable	
	<code>prenom = "Anna"</code>
	<code>age = 18</code>
Afficher la valeur d'une variable	
	<code>print(prenom)</code>
Incrémenter une variable	
	<code>age = age + 1</code>
Demander une valeur à l'utilisateur	
<i>Demander un texte</i>	
 	<code>nom = input("Ton nom ?")</code>
<i>Demander un nombre entier</i>	
 	<code>age = int(input("Ton age ?"))</code>
<i>Demander un nombre décimal</i>	
 	<code>taille = float(input("Taille ?"))</code>
Concaténer deux textes	
<i>Dans une variable</i>	
	<code>txt = "Bonjour " + nom</code>
	<code>txt = str(age) + " ans."</code>
<i>Pour affichage</i>	
	<code>print("Bonjour", nom)</code>
	<code>print("Tu as", age, "ans.")</code>

Scratch	Python
Répéter des instructions	
	<pre>for i in range(10) : print("Bonjour")</pre>
Condition si	
	<pre>if heure < 12 : print("matin")</pre>
Condition si - sinon	
	<pre>if heure < 12 : print("matin") else : print("après-midi")</pre>
Condition si - sinon si - sinon	
	<pre>if heure < 12 : print("matin") elif heure == 12 : print("midi") else : print("après-midi")</pre>
Jusqu'à ce que (scratch) / tant que (python)	
	<pre>i=0 while i<10 : print(i) i = i + 1</pre>