

LINGUAGEM DE PROGRAMAÇÃO I

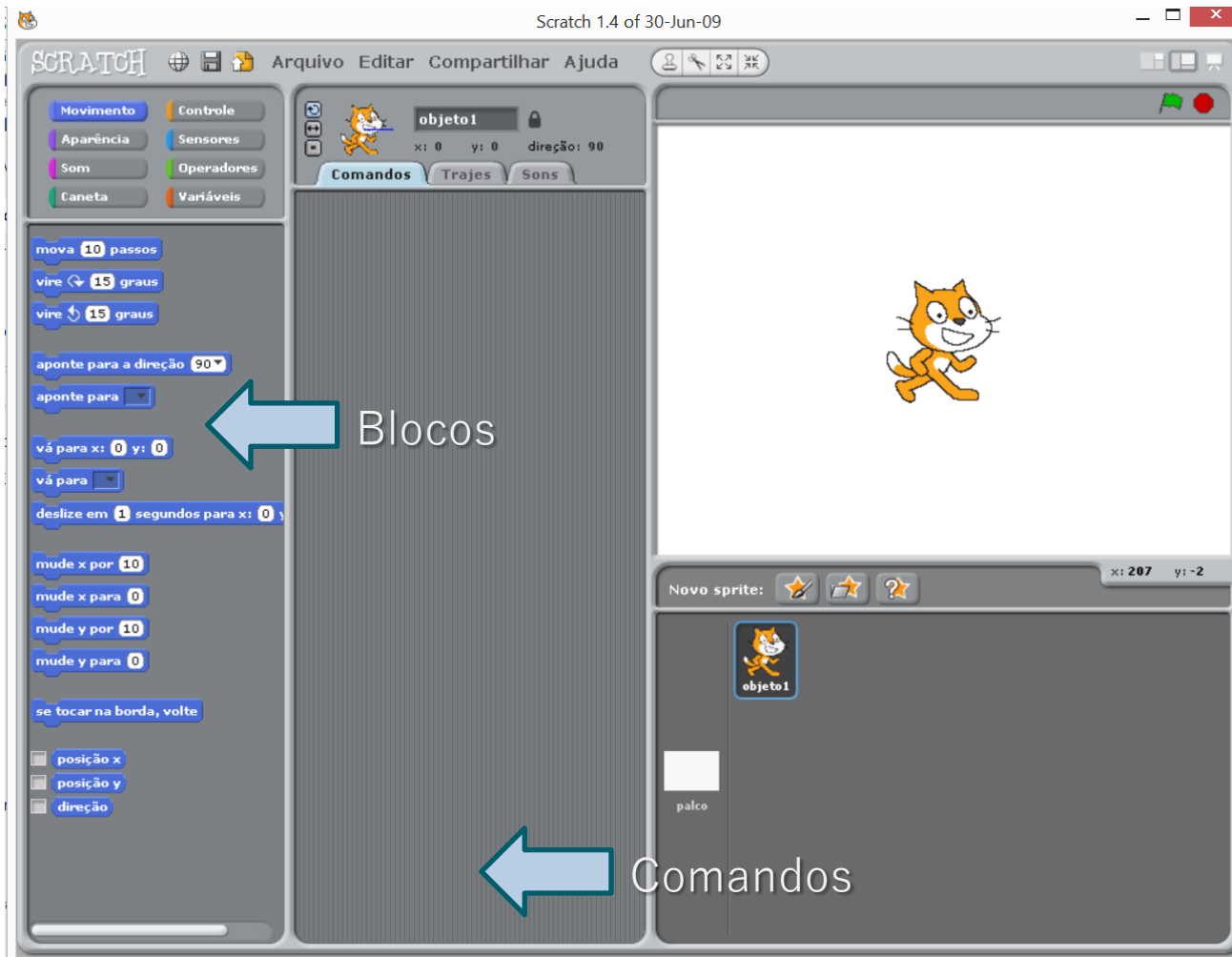
AULA 01
INTRODUÇÃO AO SCRATCH

LUIS GUSTAVO ARAUJO

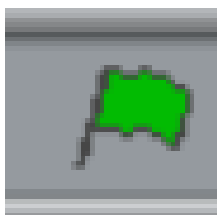
01

PROGRAMAÇÃO NO SCRATCH

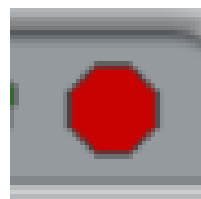
PASSEIO PELO SCRATCH:



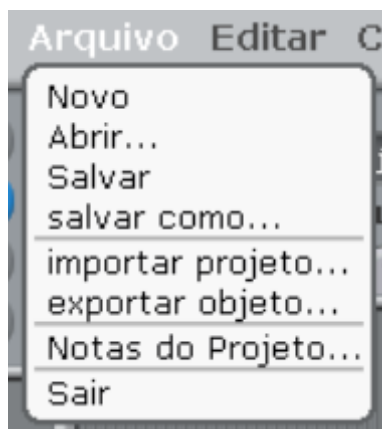
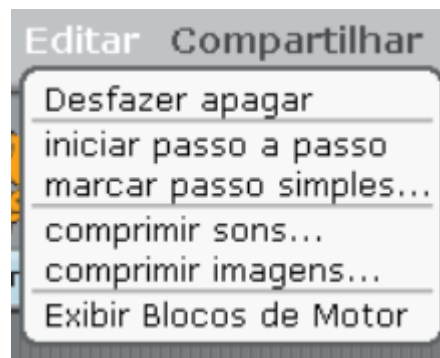
BOTÕES:



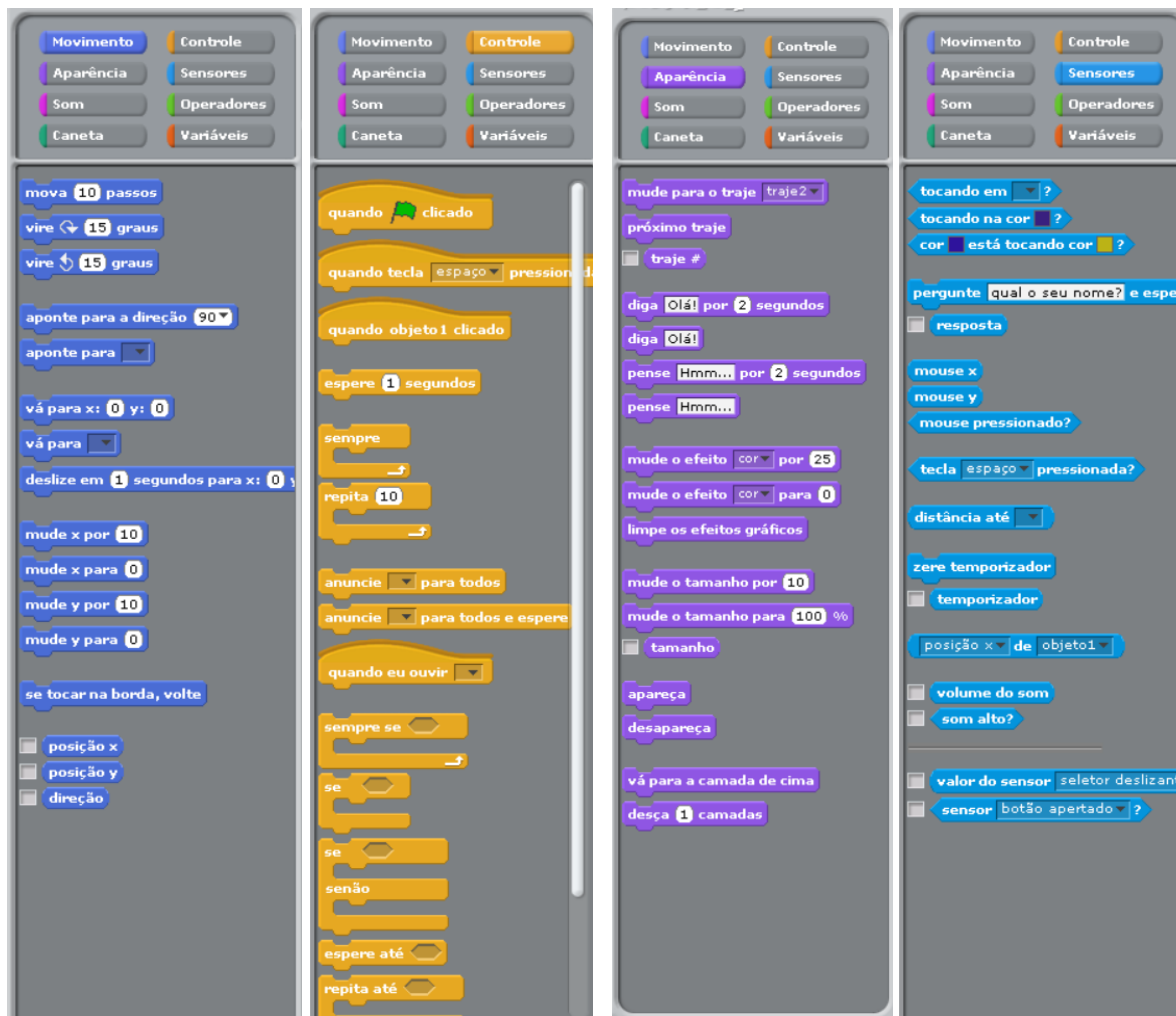
Start!



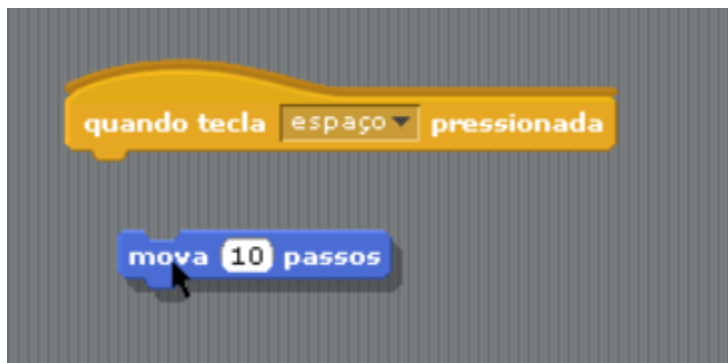
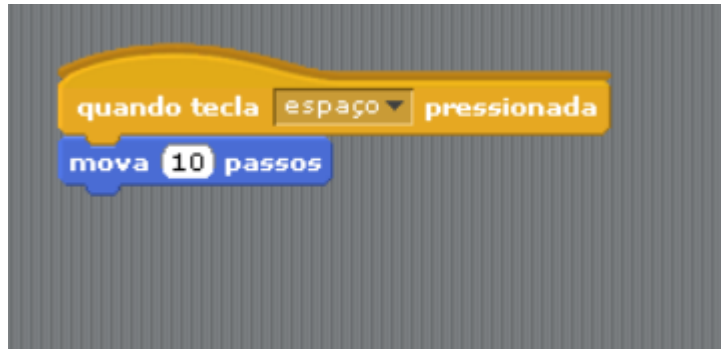
Stop!

Menu
ArquivoMenu
Editar

ALGUNS BLOCOS:



JUNTANDO OS BLOCOS:



HÁ BLOCOS PARA CADA OBJETO:

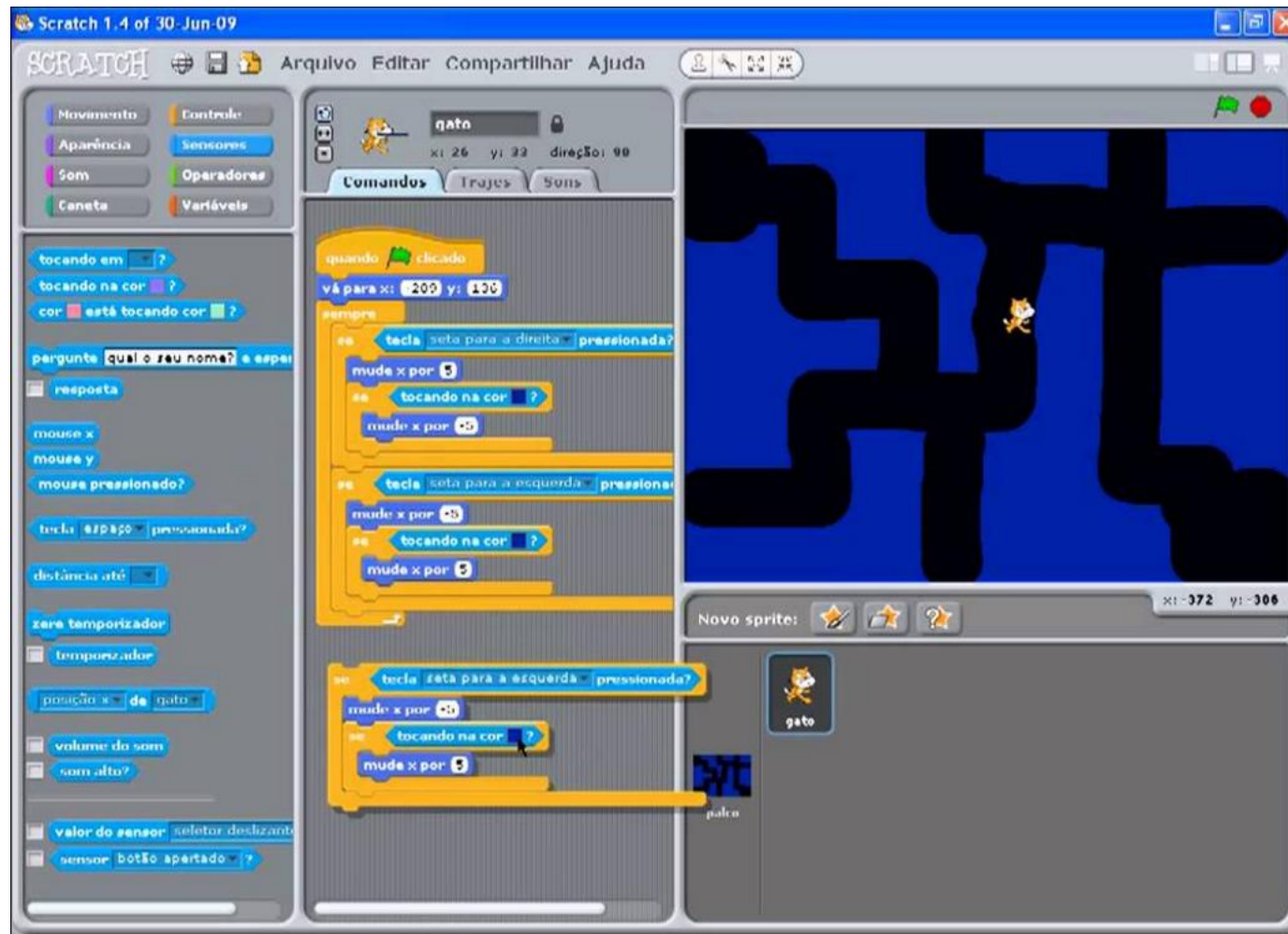
O Gato



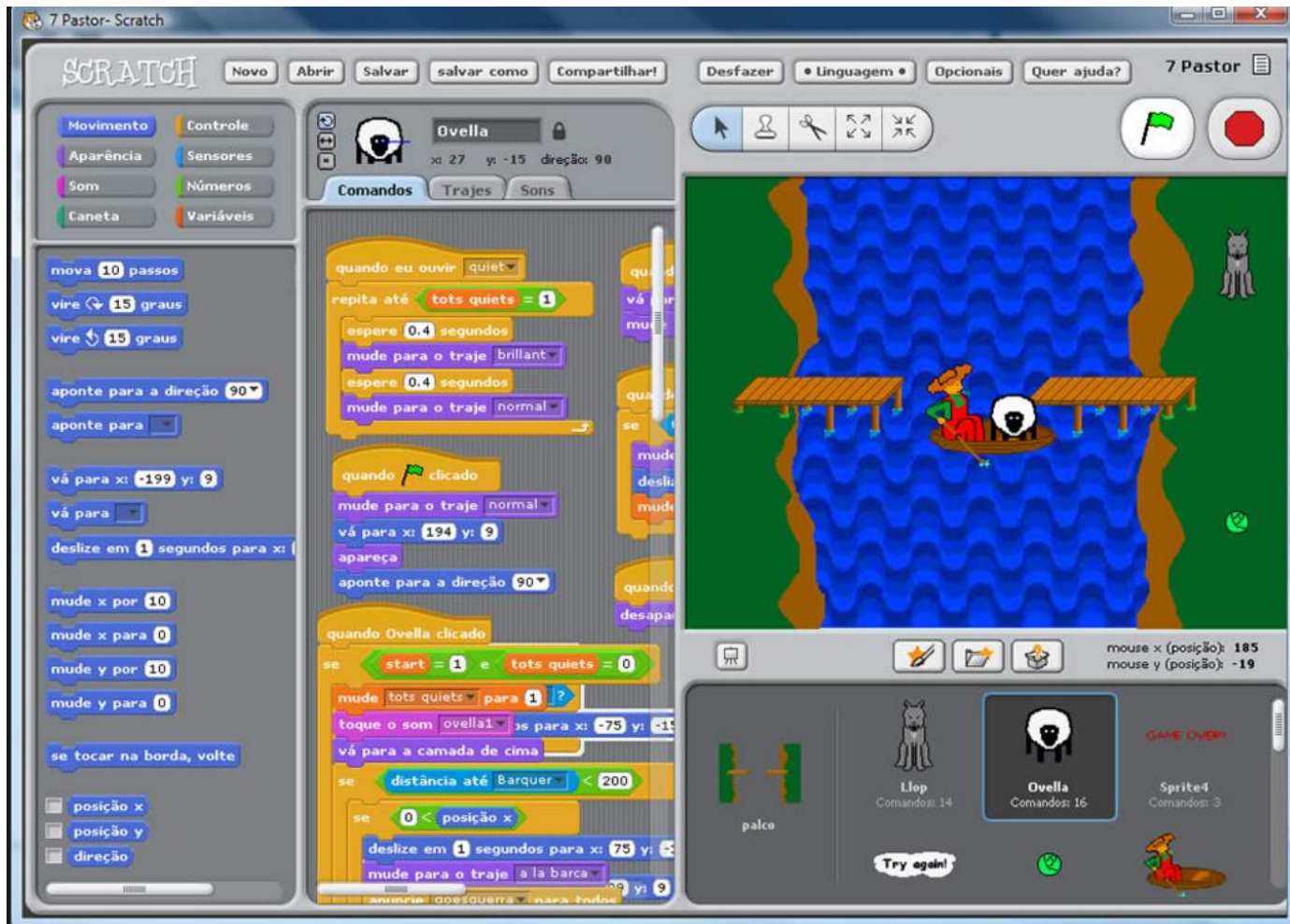
02

EXEMPLOS NO
SCRATCH

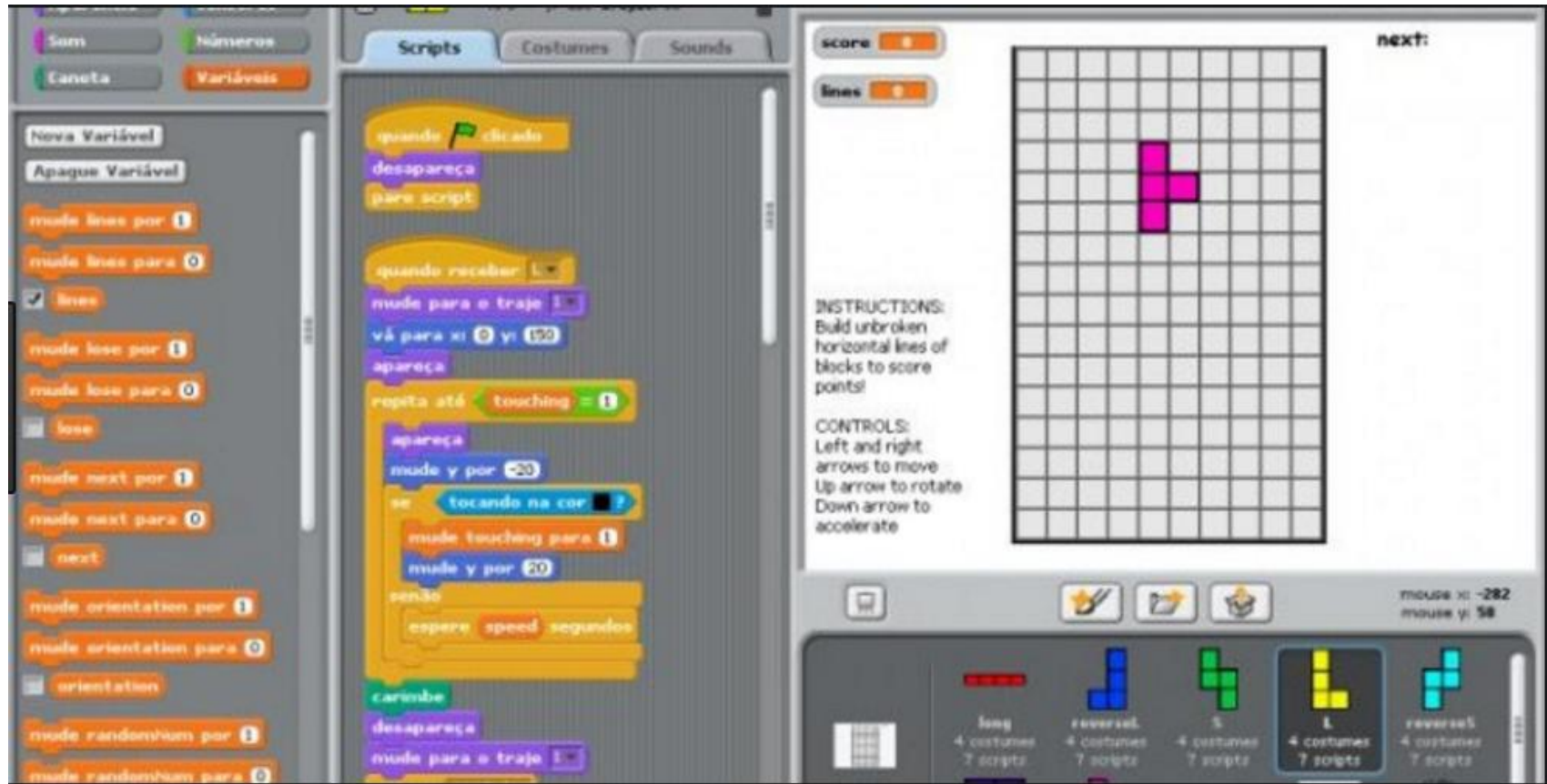
LABIRINTO:



7 PASTORES:



TETRIS:



03

USANDO A CANETA NO
SCRATCH

COMO A CANETA FUNCIONA?

Para usar a caneta usamos 2 conjuntos de blocos:

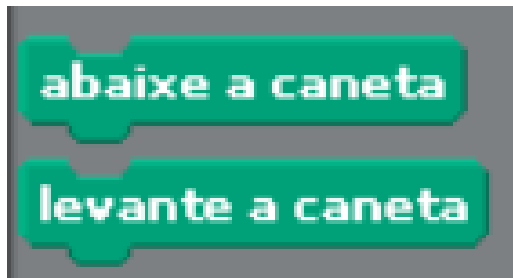
- Caneta
- Movimento



PRINCIPAIS COMANDOS DA CANETA:



Serve para limpar o palco



Serve para riscar ou não riscar!

PRINCIPAIS COMANDOS DO MOVIMENTO:



Anda os passos na direção que a caneta estiver



Muda a direção da caneta de acordo com os graus



Coloca a caneta da direção 0, 90, 180...



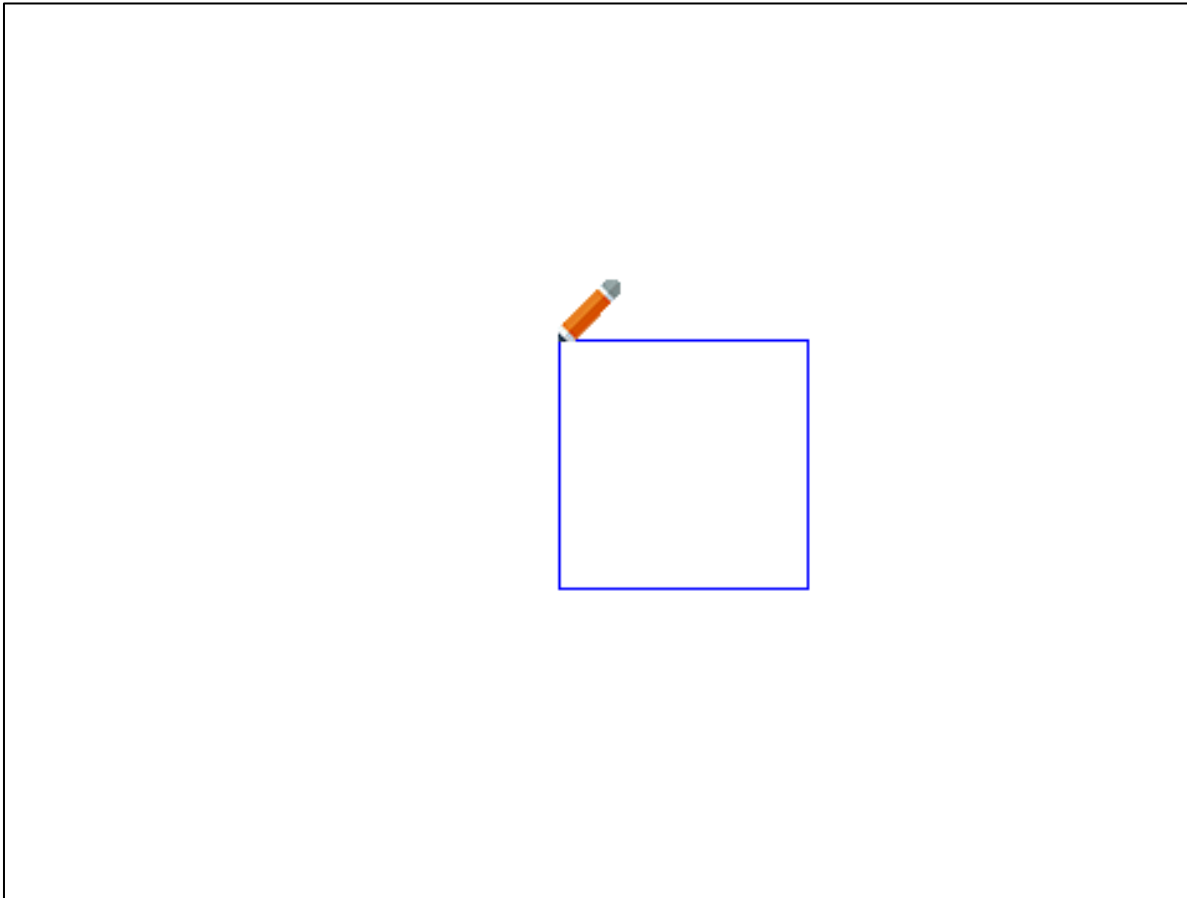
04

VAMOS PRATICAR
A CANETA

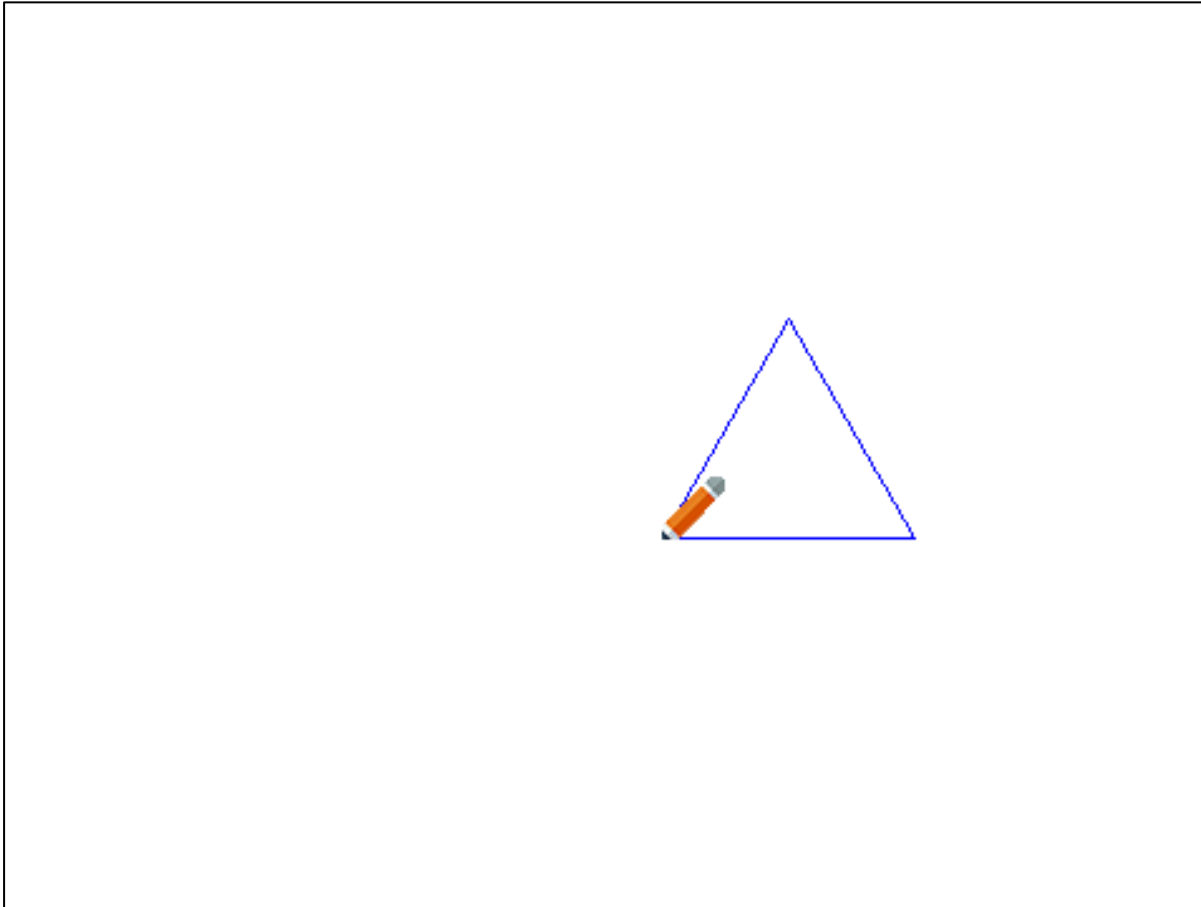
CRIANDO UMA LINHA:



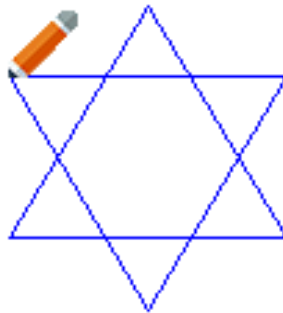
CRIANDO UM QUADRADO:



CRIANDO UM TRIANGULO:



CRIANDO UMA ESTRELA:



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AULA 01
CONCEITOS INTRODUTÓRIOS

LUIS GUSTAVO ARAUJO