Scratch GPIO

In this, our first example we are going to write a very simple program that asks for a name, when it is typed, the program will say "Hello" for 2 seconds and display the name that was entered for a further 2 seconds, before asking for another name to be entered. This will repeat until the program is cancelled.

This is standard Scratch programming, not ScratchGPIO.

We are going to use a 'forever' loop and drag in to the loop and 'ask' block, type in what we want to ask. Following this we are going to use two 'say' blocks that we can specify the time it is displayed on the screen.

Here is the full example: