

TD3 :

The image shows the Scratch web interface with a project titled "TD3". The top navigation bar includes the Scratch logo, a globe icon, and links for "Fichier", "Modifier", "Tutoriels", "Partagé", "Voir la page du projet", "Enregistrer maintenant", and a user profile "Merradou". The left sidebar shows the "Code" tab selected, with categories for "Mouvement", "Apparence", "Son", "Événements", "Contrôle", "Capteurs", "Opérateurs", "Variables", and "Mes Blocs".

The main workspace displays a script for a cat sprite. The script begins with a "quand [drapeau] est cliqué" block, followed by a sequence of movement blocks: "avancer de 350 pas", "attendre 1 secondes", "tourner [à gauche] de 90 degrés", "attendre 1 secondes", and "avancer de 250 pas".

The right sidebar shows the "Sprite" panel with "Sprite1" selected. The sprite's position is set to x: -180 and y: -126. The "Afficher" checkbox is checked, and the "Taille" is set to 100. The "Direction" is set to 90. The "Scène" panel is also visible, showing the "Arrière-plans" section.