

Projet

The image shows the Scratch project editor interface. The top navigation bar includes the Scratch logo, a globe icon, and buttons for 'Fichier', 'Modifier', 'Tutoriels', 'Projet', 'Partagé', 'Voir la page du projet', 'Enregistrer maintenant', and a user profile 'Merradou'. Below this, the 'Code' tab is selected, with 'Costumes' and 'Sons' tabs also visible. The left sidebar contains category icons for 'Mouvement', 'Apparence', 'Son', 'Événements', 'Contrôle', 'Capteurs', 'Opérateurs', 'Variables', and 'Mes Blocs'. The main workspace displays a script for a character (Sprite1) with the following sequence of actions:

- when green flag clicked
- wait 1 seconds
- move 350 steps
- wait 1 seconds
- turn 90 degrees
- wait 1 seconds
- move 200 steps
- wait 1 seconds
- turn 90 degrees

The right sidebar shows the 'Sprite1' panel with a cat sprite and the 'Scène' panel with a background image. The 'Sprite1' panel displays the x and y coordinates as -166 and -116 respectively. The 'Scène' panel shows the 'Arrière-plans' section with a value of 1.