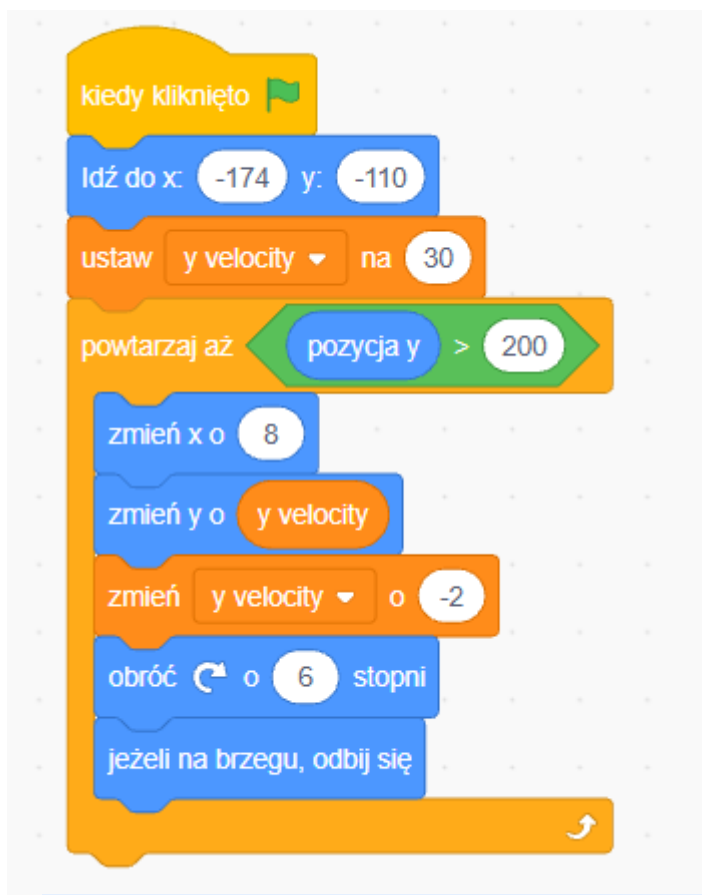
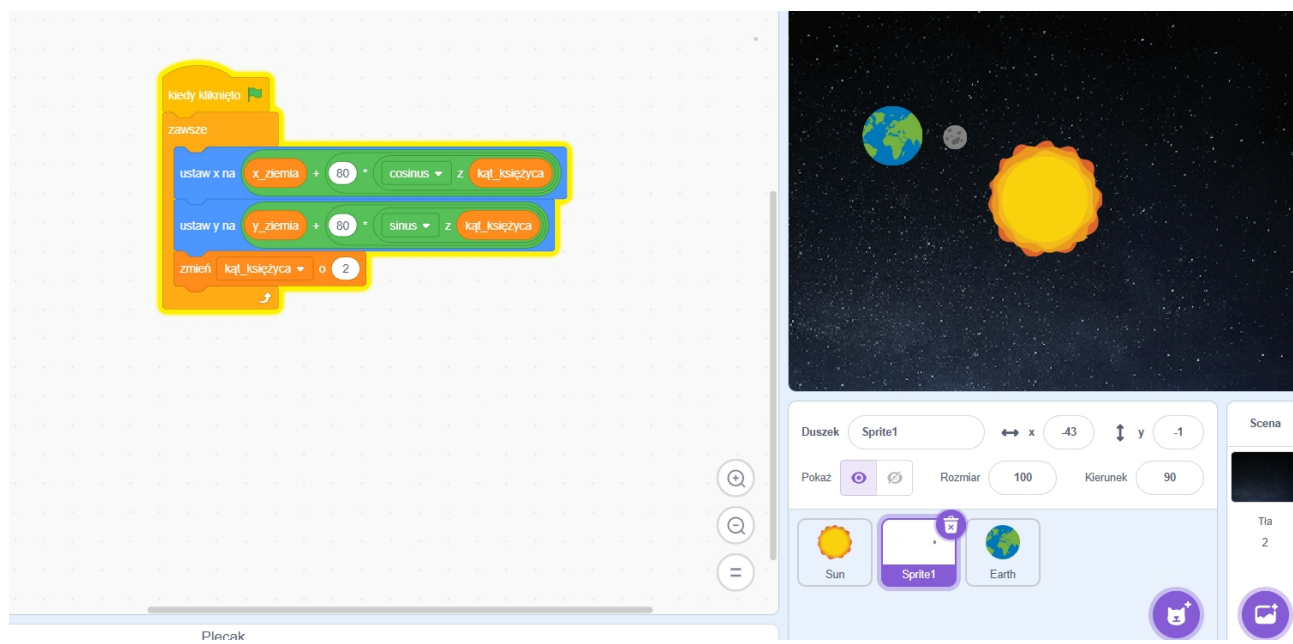
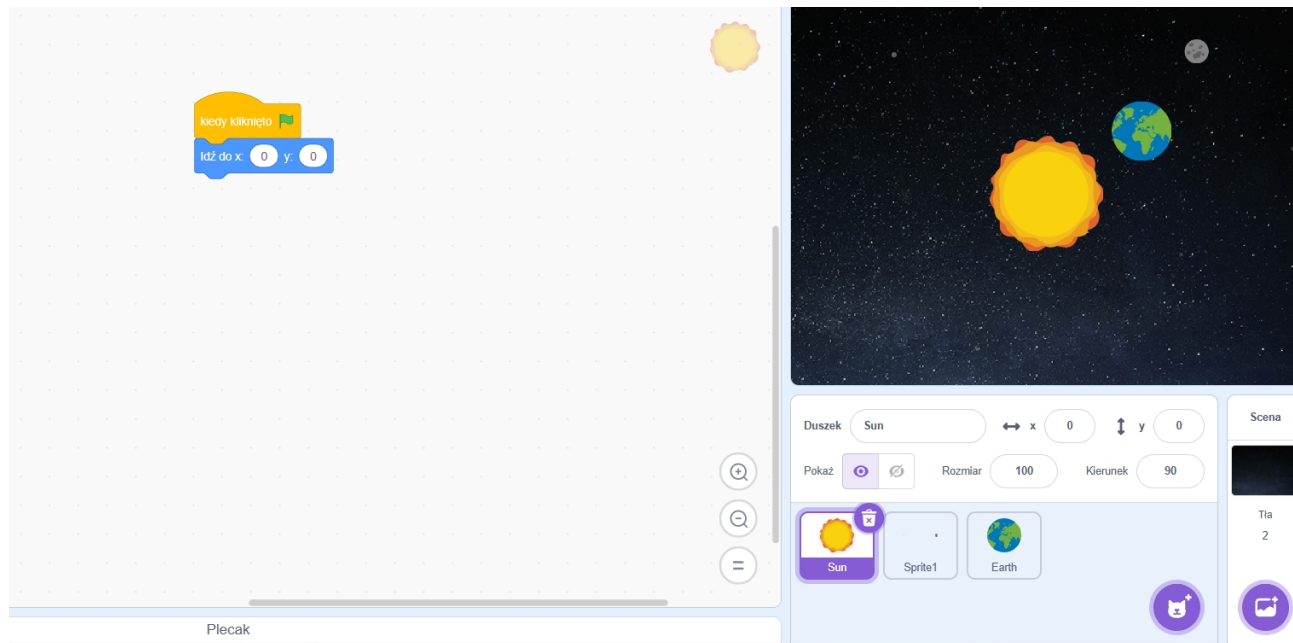


# Michał Radecki Lab 1 SAK

## Zadanie 1



# Zadanie 2



The screenshot shows a Scratch project titled "Plecak". On the left, a script is visible with the following blocks:

- When clicked (kiedy kliknięto)
- Forever loop (zawsze) containing:
  - Set x of Earth to 120 \* cos(kat\_ziemi) (ustaw x\_ziemia na 120 \* cosinus z kat\_ziemi)
  - Set y of Earth to 120 \* sin(kat\_ziemi) (ustaw y\_ziemia na 120 \* sinus z kat\_ziemi)
  - Move Earth to x, y (któż do x: x\_ziemia y: y\_ziemia)
  - Increment kat\_ziemi by 1 (zmień kat\_ziemi o 1)

On the right, the stage is shown with a dark blue background. It contains three sprites: a Sun (Duszek), a Moon (Księżyc), and Earth (Ziemia). The Earth sprite is currently at the center of the stage. Below the stage, the "Sprites" area shows the "Earth" sprite selected. The "Properties" area for the Earth sprite shows its position (x: -98, y: -69), size (100), and rotation (90 degrees).

