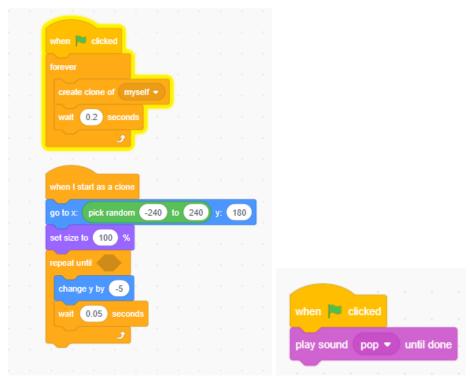
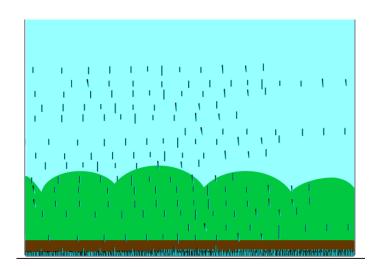
1. Design a Scratch application for Rainfall.

#### Solution -

Code -

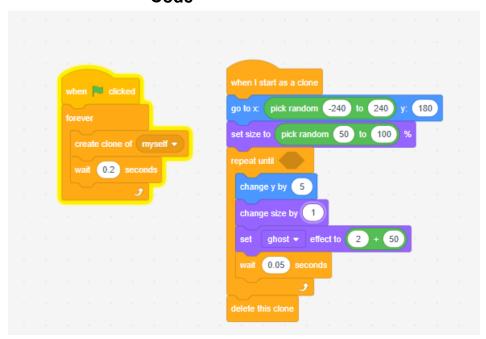


# **Output-**

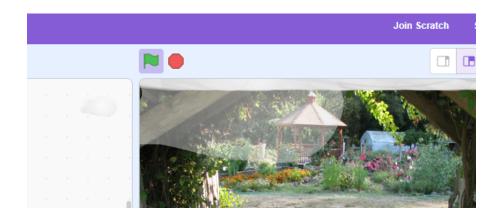


2. Design a Scratch application for Smoke effect. Solution -

## Code

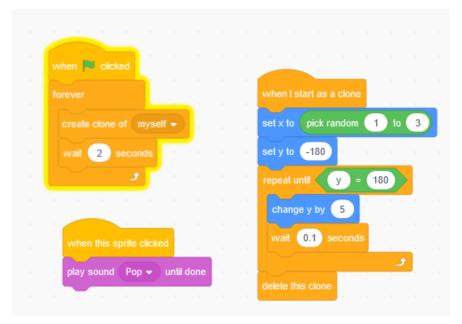


# **Output-**

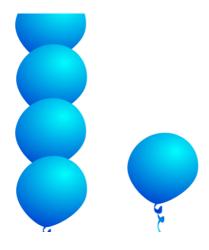


3. Design a Scratch application for Bubble effect. Solution -

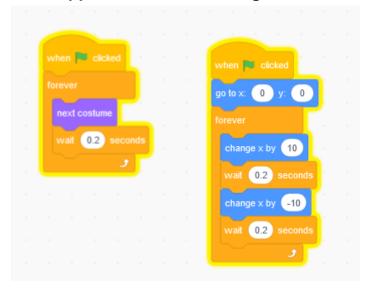
Code-



**Output-**



4. Design a Scratch application on a dancing doll.

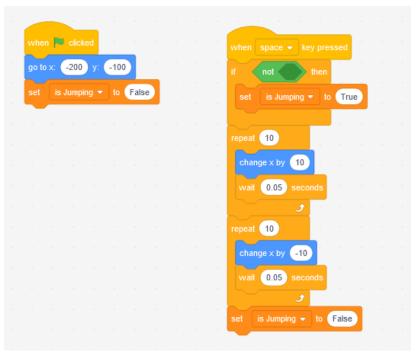


Solution - Code -

## Output-



5. Design a Scratch application on Sparrow Jumping Game. Solution -.



6. Design a Scratch application on Catching Apple in a Bowl.

```
when clicked

go to x: 0 y: -140

forever

if key left arrow → pressed? then

change x by -10

if key right arrow → pressed? then

change x by 10
```

```
when clicked

forever

set x to pick random -240 to 240

set y to 180

repeat until  y < -140

when clicked

set Score to 0

wait 0.05 seconds

if touching Bowl ? then

change Score by 1

else

change Lives by -1
```

#### Output-

Score 0
Lives 0



