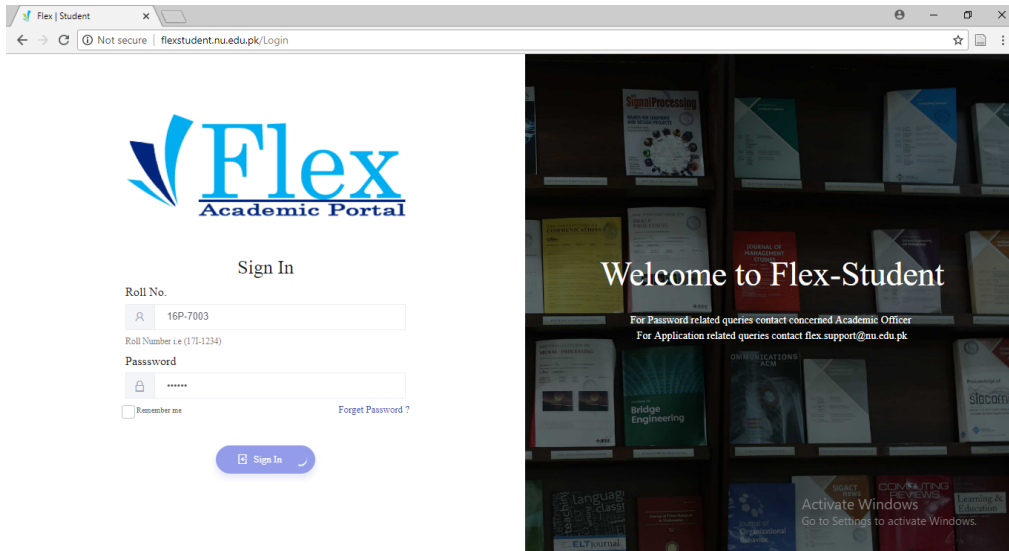


LAB 01 INTRODUCTION

1. Flex

<http://flexstudent.nu.edu.pk>



Flex | Student

Not secure | flexstudent.nu.edu.pk/Login

Flex
Academic Portal

Sign In

Roll No.
16P-7003

Roll Number i.e (17I-1234)

Password

☐ Remember me [Forget Password ?](#)

Sign In

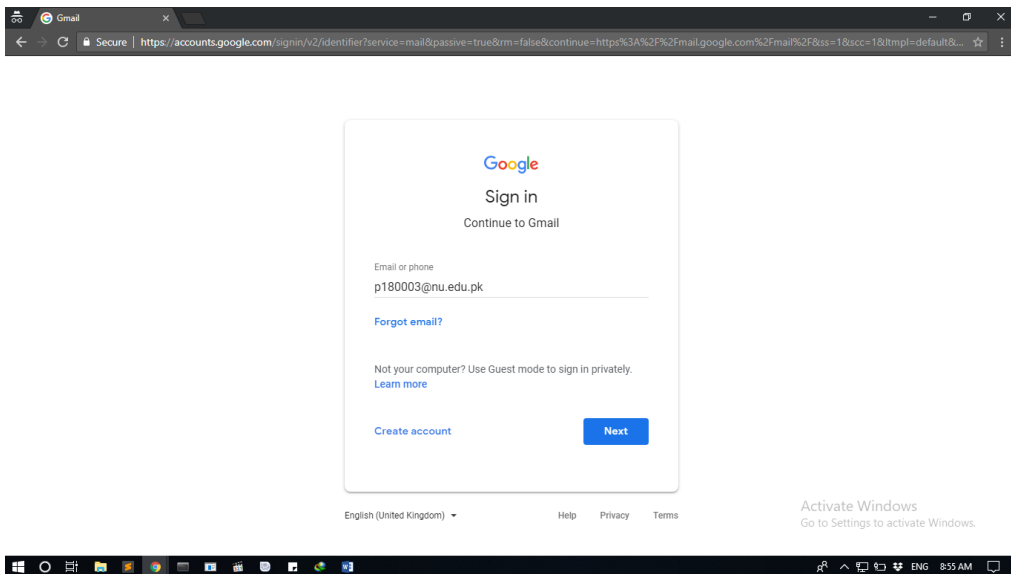
Welcome to Flex-Student

For Password related queries contact concerned Academic Officer
For Application related queries contact flex.support@nu.edu.pk

Activate Windows
Go to Settings to activate Windows.

2. NU-Email

<http://www.gmail.com/>



Gmail

Secure | https://accounts.google.com/signin/v2/identifier?service=mail&passive=true&rm=false&continue=https%3A%2F%2Fmail.google.com%2Fmail%2F&ss=1&uicc=1&utmpl=default&...

Google

Sign in

Continue to Gmail

Email or phone
p180003@nu.edu.pk

[Forgot email?](#)

Not your computer? Use Guest mode to sign in privately.
[Learn more](#)

[Create account](#) [Next](#)

English (United Kingdom) Help Privacy Terms

Activate Windows
Go to Settings to activate Windows.

8:55 AM

3. Google Classroom

CL1002-Programming Fundamentals Lab
BSE-1A Fall 2022

Stream Classwork People Grades

Customize

CL1002-Programming Fundamentals Lab
BSE-1A Fall 2022

Meet
Generate link


Class code
4emagfw

Announce something to your class

This is where you can talk to your class
Use the stream to share announcements, post assignments, and respond to student questions

Join

You're currently signed in as

 **p21 8743**
p218743@pwr.nu.edu.pk

Switch account

Class code
Ask your teacher for the class code, then enter it here.

Class code
4emagfw

To sign in with a class code

- Use an authorized account
- Use a class code with 5-7 letters or numbers, and no spaces or symbols

If you have trouble joining the class, go to the [Help Center article](#)

4. INTRODUCTION TO SCRATCH

Scratch is a programming language that lets you create your stories, animations, games, music and art.

Go to the URL: <https://scratch.mit.edu/>

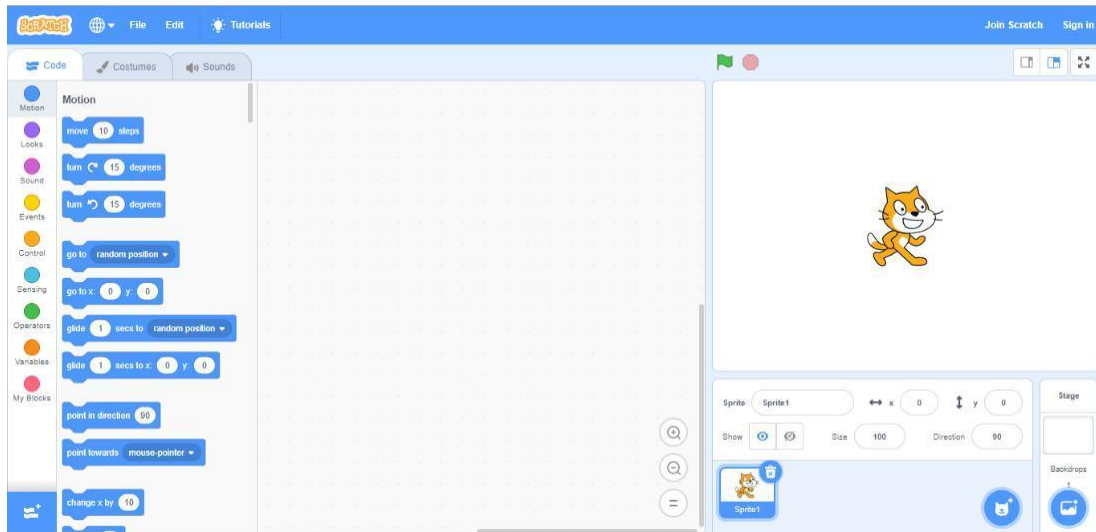


Perform the following step

Step1: Make a new project by clicking on **Create** at top left



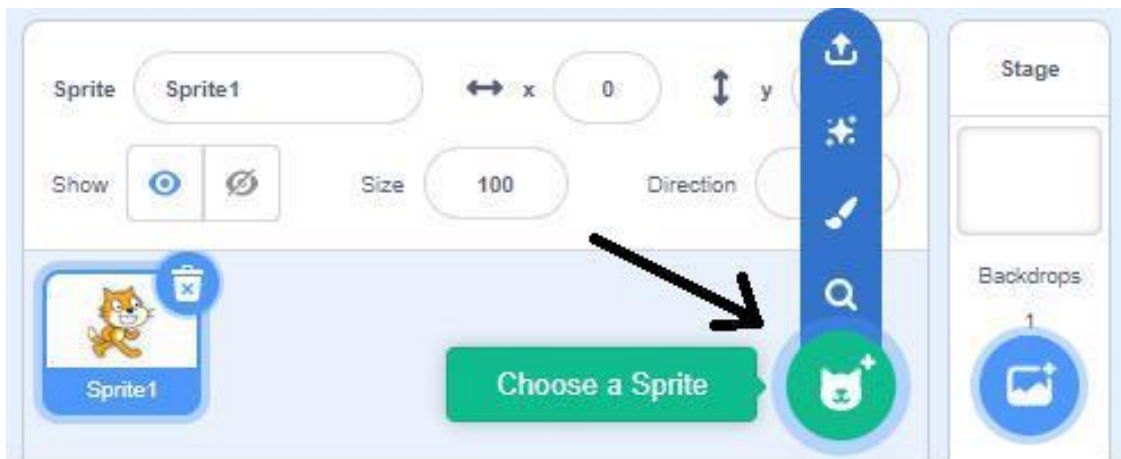
This would launch the following window



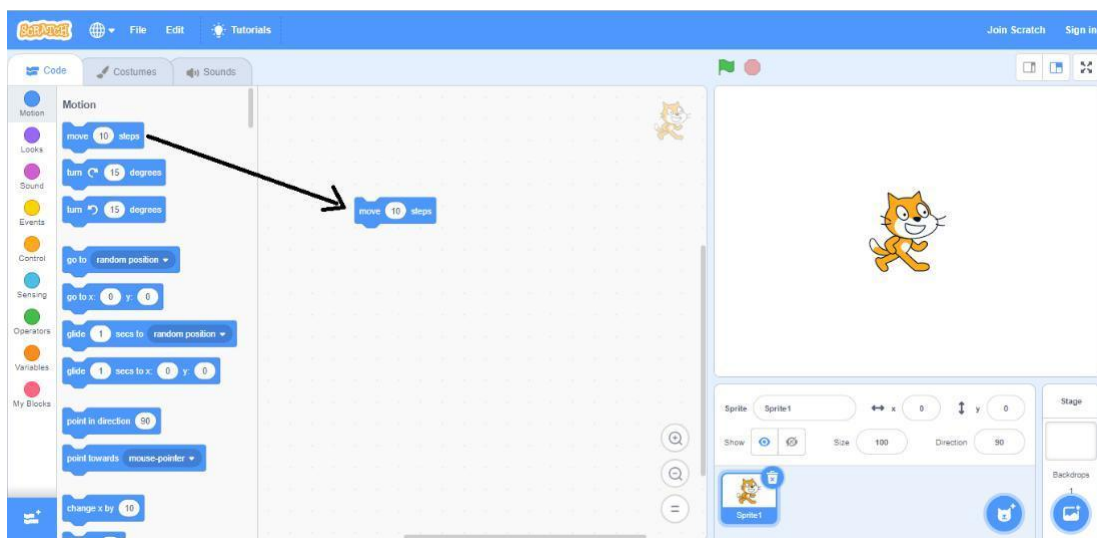
You can change the **Backdrop** from bottom right



Change the character **Sprite** by clicking on cat face logo



Step2: Drag the **Move** block in script area



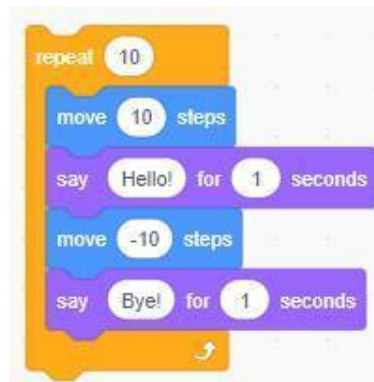
Step3: Click on the **Move** block to make the cat move.

Step4: Click on the **Looks**. Drag out the **Say** block and snap it on the **Move** block.

Step5: Add another **Move** block. Click inside the block and type in a **minus** sign. Add another **Say** block. Click on any of the blocks to run the stack.

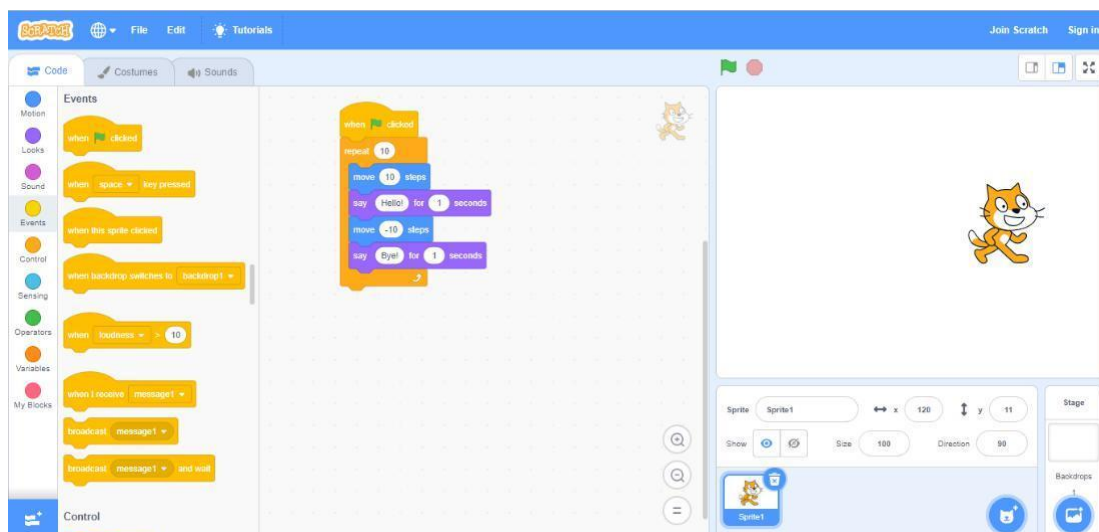


Step6: From **Controls**, drag out a **Repeat** block and drop it on top of the stack. You want the mouth of the **Repeat** to wrap around the other blocks.

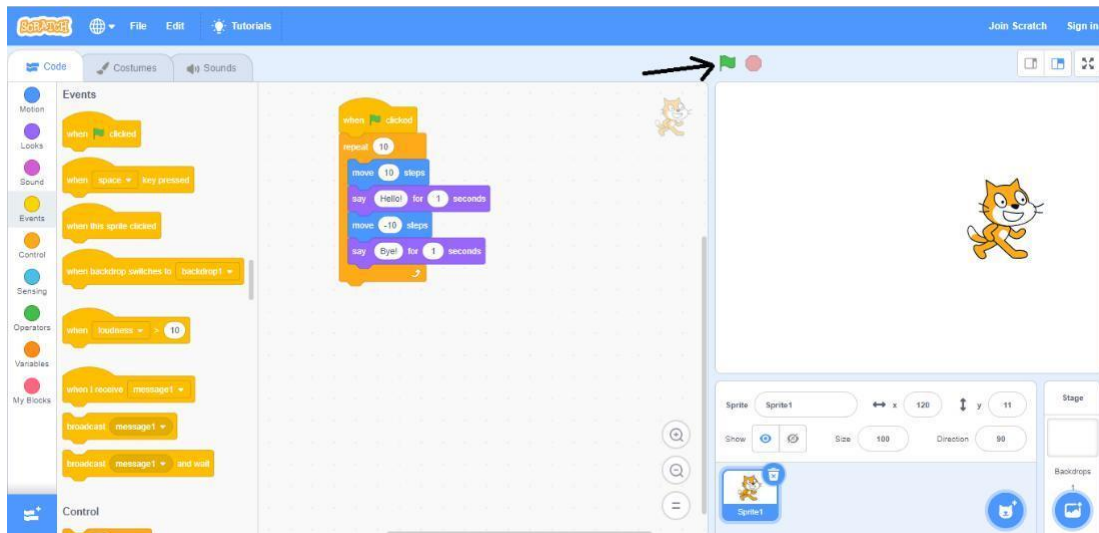


You may change the number of times it repeats.

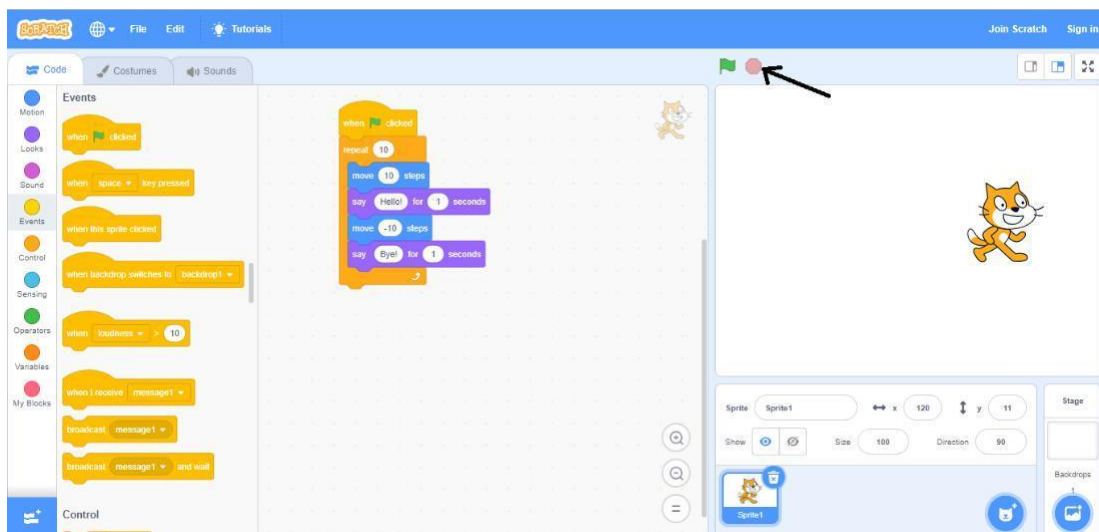
Step7: Click on **Events**, drag out a **Green Flag** block and drop it on top of the stack. Whenever you click the green flag, your script will start. To stop, click the stop button.



Click on the **Green Flag** to start the script.



Click on the **Red Button** to stop the script.



Practice

Create a program that makes your character move around and draw continuously. You can use **pen down** block to draw something.

Reference figure is given below for your help.

