

# Scratch Cheatsheet

## Unique Features

- Visual programming language
- Drag-and-drop interface
- Designed for teaching programming concepts to children
- Event-driven programming

## Variables

- Create variable: `set [variable name] to [value]`
- Change variable: `change [variable name] by [value]`
- Show variable: `show variable [variable name]`
- Hide variable: `hide variable [variable name]`

## Functions

- Define function: `define [function name]`
- Call function: `call [function name]`

## Loops

- Forever loop: `forever`
- Repeat loop: `repeat [number] times`
- While loop: `repeat until <[condition]>`
- For loop: `for [variable] from [start] to [end]`
- For each loop: `for each [variable] in [list]`

## Conditionals

- If statement: `if <[condition]> then`
- If-else statement: `if <[condition]> then else`
- If-else if statement: `if <[condition]> then else if <[condition]> then`

## Event Handling

- Event definition: `when [event]`
- Broadcast event: `broadcast [event]`
- Receive event: `when I receive [event]`

## Motion

- Move: `move [value] steps`
- Turn: `turn [value] degrees`
- Go to: `go to x: [value] y: [value]`
- Glide: `glide [value] secs to x: [value] y: [value]`

## Looks

- Show: `show`

- Hide: `hide`
- Switch costume: `switch costume to [costume]`
- Next costume: `next costume`
- Change size: `change size by [value]`
- Set size: `set size to [value]%`

## Sound

- Play sound: `play sound [sound]`
- Stop sound: `stop all sounds`
- Change volume: `change volume by [value]`
- Set volume: `set volume to [value]%`

## Resources

- [Scratch Project Ideas](#)
- [ScratchEd](#)
- [Scratch Wiki](#)