**PATUAKHALI SCIENCE AND TECHNOLOGY UNIVERSITY**

**COURSE CODE CCE-112**

**SUBMITTED TO:**

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### **Department of Computer and Communication Engineering**

**Faculty of Computer Science and Engineering**

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Assignment: Lab Problem 10

Assignment title: Maze Runner

1. Which block will change the size of a sprite?

Answer: To change the size of a sprite we have to use set size by block from looks category.

2. How can the code in one sprite send a message to another sprite to do something?

Answer: One sprite can send a message to another sprite through broadcast. We can send broadcast and receive it from another sprit.

3. How might you use the WASD keys on the keyboard?

Answer: We can use the WASD keys by setting up with condition and with key block like “When key pressed” block.

4. How can you duplicate some code blocks from one  
sprite to another sprite?

Answer: To duplicate from one sprite to another we can click “ctrl + a” to select all blocks and then copy using, “Ctrl + c”. Later on the desired block we can “Ctrl + v”.

5. What will happen if you accidentally use a change y by code block instead of a change x by code block?

Answer: If you accidentally use “change y by” block instead of “change x by” block in scratch programming, it will modify the vertical position (y-coordinate) of the sprite or object we are controlling, rather than the horizontal position (x-coordinate).

6. If you want a sprite to play the Cheer sound, how do you load this sound?

Answer: To add a sound to a sprite we can first go to editor. From the category we have to press “play sound” block from “sound” category.

7. Look at the following code. It lets the player press the arrow keys to move the sprite left and right. It works, but what would you change to make the sprite walk faster?

Answer: To make the sprite move faster we have to simply increase the value of “change x by”. In this way we can make the spirit move faster.

