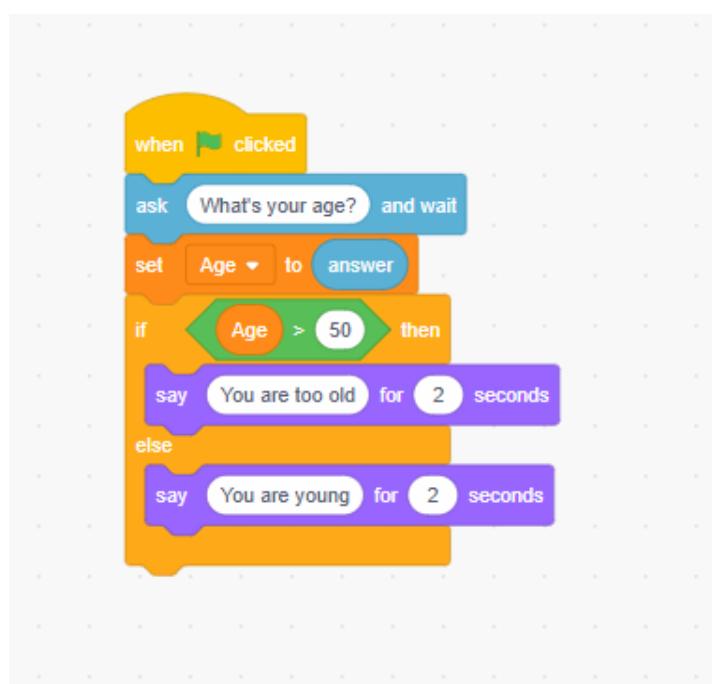


# 1: Relational Operators

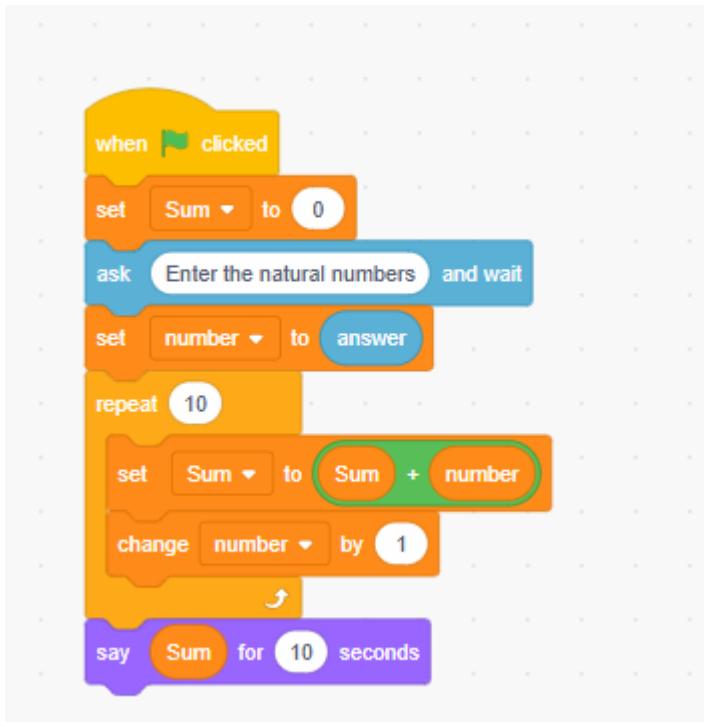


A Scratch script starting with a green flag button. It asks "What's your age?" and waits for a response. It then sets the variable "Age" to the answer. An if-then block checks if "Age" is greater than 50. If true, it says "You are too old" for 2 seconds. If false, it says "You are young" for 2 seconds.

```
when green flag clicked
ask [What's your age?] and wait
set [Age v] to [answer]
if [Age > 50] then
  say [You are too old] for [2] seconds
else
  say [You are young] for [2] seconds
```



# 2: Iterative operators



A Scratch script starting with a green flag button. It initializes a variable "Sum" to 0. It asks for natural numbers and stores them in the variable "number". It then enters a repeat loop 10 times. In each iteration, it adds the current "number" to "Sum" and increments "number" by 1. Finally, it says "Sum" for 10 seconds.

```
when green flag clicked
set [Sum v] to [0]
ask [Enter the natural numbers] and wait
set [number v] to [answer]
repeat (10)
  set [Sum v] to [Sum + number]
  change [number v] by [1]
end
say [Sum] for [10] seconds
```

