S/N	Commit	File	File History Link	Comment

1	33b28e21f27b7c7c2d2a231638b94aa8c500bcda	dnnc.sb3	https://github.com/search?q=33b28e21f27b7c7c2d2a231638b94aa8c500bcda&type=commits	Version 1 (https://github.com/nullified33/stuff/blob/fd4a3b986d144f6c6c25d311fe0611bab1d0d258/Rock%20Paper%20Scissors.sb3)
				
				What changed ?
				- Added eight new sprites
				- First sprite (Rock) contains three scripts with the following changes
				  - Script1 contain nodes such as
				  - when flag clicked (1)
				  - show (1)
				  - Script2 contains nodes such as
				  - when this sprite clicked (1)
				  - broadcast <node_value> (2)
				  - set <node_variable> to <value> (2)
				  - Script3 contains nodes such as
				  - when I receive <node_value> (1)
				  - if <condition> then block (1)
				  - hide (1)
				  - not <node_variable> = <value> (1)
				- Second sprite (Paper) contains three script
				  - Script1 contains nodes such as

				- when this sprite clicked (1) - broadcast <node_value> (2) - set <node_variable> to <value> (2) - - Script2 contains nodes such as - when I receive <node_value> - if <condition> then block (1) - hide (1) - not <node_variable> = <value> - Script3 contains nodes such as - when flag clicked (1) - show (1) - Third sprite (Scissors) contains three scripts - Script1 contains nodes such as - when this sprite clicked (1) - broadcast <node_value> (2) - set <node_variable> to <value> (2) - Script2 contains nodes such as - when I receive <node_value> (1) - if <condition> then block (1) - hide (1) - not <node_variabl

				e> = <value> - Script3 contains nodes such as - when flag clicked (1) - hide (1) - Fourth sprite contains 12 scripts - Script1 contains nodes such as - when I receive <node_value> (1) - custom script call (1) - Item <value> of <node_list> (6) - Script2 contains nodes such as - when I receive <node_value> (1) - custom script call (1) - item <node_value> of <node_list> (6) - <node_value> * <value> (6) - <node_value> + <value> (6) - Script3 contains nodes such as - when I receive <node_value> (1) - custom script call (1) - Script4 contains nodes such as - when I receive <node_value> - custom function call (2) - set <node_variable> to <value>

				(3) - broadcast <node_value> (1) - wait <value> seconds (1) - if <condition> then block else block (1) - <node_variable> = <value> operator node (1) - Script5 is a custom script and contains nodes such as - define <nodes_value> (1) - Created by <value> (1) - Description <value> (1) - set <node_variable> to <value> (2) - show (1) - set size to <node_value> % (1) - go to <node_value> layer (1) - go to x <node_value> y <node_value> (2) - if <condition> then block (2) - <node_value> = <value> operator (1) - delete this

				clone (1) - for each <node_value> in <node_value> (1) - switch costume to <node_value> (2) - join <node_value> <node_value> (2) - create clone of <node_value> - change x by <node_value> - change y by <value> (1) - Script6 contains nodes such as - when I receive <node_value> (1) - custom script call (1) - item <node_value> of <node_list> (8) - <node_variable> * <value> (8) - <node_value> + <value> (8) - Script7 contains nodes such as - when I receive <node_value> (1) - custom function call (1) - item <value> of <node_list> (8) - Script8 contains

				nodes such as - when flag clicked (1) - go to x: <value> y:<value> (1) - switch costume to <node_value> (1) - set size to <value> % (1) - Script9 is a custom function which contains nodes such as - define <node_values> (1) - Created by <value> (1) - Description <value> (1) - set <node_variables> to <value> (2) - show (1) - set size to <node_value> % (1) - go to <node_value> layer (1) - go to x <node_value> y <node_value> (2) - if <condition> then (1) - <node_value> = <value> operator (1) - delete this clone (1) - for each <node_value> in <node_value>

				(2) - length of <node_list> (1) - length of <node_value> (1) - switch costume to <node_value> (3) - join <node_value> <node_value> (1) - item <node_variable> of <node_list> (3) - create clone of <node_value> - change x by <node_value> (1) - change y by <node_value> (1) - letter <node_variable> of <node_value> (2) - Script10 contains nodes such as - when I receive <node_value> - custom script call (1) - item <value> of <node_value> (6) - Script 11 contains nodes such as - when I receive <node_value> - custom script call (1)

				- item <node_variable> of <node_list> (6) - <node_variable> * <value> (6) - <node_value> + <value> (6) - Script12 contains nodes such as - when flag clicked (1) - go to x: <value> y: <value> (1) - switch costume to <node_value> (1) - set size to <value> % (1) - Script13 is a custom function which contains nodes such as - define <node_values> (1) - Created by <value> (1) - Description <value> (1) - set <node_value> to <value> (2) - show (1) - set size to <node> % (1) - go to <node> layer (1) - go to x: <node_value> y: <node_value> (2) - if <condition> then block (1) - delete this

				clone (1) - for each <node_value> in <node_value> (2) - length of <node_value> (1) - switch costume to <node_value> (3) - create clone of <node_value> (1) - change x by <node_value> (1) - change y by <node_value> (1) - <value> - <node_value> (1) - item of <node_list> (3) - letter <node_value> of <nod_value> (1) - <value> + <value> (1) - Fifth sprite contains seven scripts - Script1 contains nodes such as - when I receive <node_value> (1) - custom script call (1) - node_variable (1) - Script2 is a custom script and contains

				nodes such as - define <node_values> (1) - set <node_variable> to <node_value> (3) - set <node_variable> to <value> (3) - repeat until <condition> (2) - letter of <node_value> (2) - <node_value> = <node_value> (1) - <node_value> = <value> (1) - change <node_variable> by <value> (2) - item <node_variable> of <node_list> (2) - broadcast <node_value> (1) - Script3 is a custom script which contains nodes such as - define <node_values> (1) - add <node_value> to <node_list> (1) - join <node_value> <node_value>

				(3)
				- Script4 contains nodes such as
				  - when I receive <node_values>
				  - custom script call (1)
				  - node_variable (2)
				- Script5 is a custom script and contains nodes such as
				  - define <node_values> (1)
				  - set <node_variable> to <value> (2)
				  - repeat until <condition> (1)
				  - letter <value> of <node_value> (1)
				  - <node_value> =<node_value> (1)
				  - item <node_variable> of <node_list>
				- Script6 contains nodes such as
				  - when I receive <node_value> (1)
				  - custom script call (1)
				  - node_variables (2)
				- Script7 contains nodes such as
				  - when flag clicked (1)
				  - hide (1)
				  - go to x: <value> y:

				<value>
				- Sixth sprite contains a single script with nodes such as
				  - when flag clicked (1)
				  - set <node_variable> to <value> (4)
				  - delete all of <nodes_value> (1)
				  - if <condition> then block (4)
				  - not <node_value> (4)
				  - <node_value>=<value> (5)
				  - <node_value> of <node_value> (5)
				  - <node_value> and <node_value> (1)
				  - add <value> to <node_list> (4)
				  - delete all of <node_list> (2)
				
				- Seventh sprite contains 17 scripts
				  - Script1 is a custom script that contains the following node changes:
				  - define <node_values> (1)
				  - set <node_variable> to <node_value> (7)
				  - for each <node_value> in <node_value> (1)
				  - if <condition> then block (4)
				  - not <node_value> (1)
				  - letter <node_variable> of <node_value>

				(5) - <node_value> > <node_value> (1) - <node_value> * <value> - <node_value> = <value> (4) - wait until <node_variable> (1) - broadcast <node_value> - Script2 contains the following nodes changes - when I receive <node_value> (1) - if <condition> then block else block (1) - set volume to <value> % (2) - set <node_value> effect to <node_value> (1) - play sound <node_value> until done (1) - set <node_variable> to <value> - <node_variable> = <value> - Script3 contains the following nodes - when I receive <node_value> (1) - custom script call (1) - node_varible (1) - if <condition> then block (1)

				- not <node_value> (1) - <node_variable> = <value> (1) - set <node_value> effect to <value> - Script4 is a custom script which contains the following nodes - define <node_values> (1) - set <node_variable> to <value> (2) - set <node_variable> to <value> (3) - if <condition> then (1) - repeat until <condition> (1) - <node_variable>=<node_variable> (2) - pick random <node_value> to <node_value> (2) - Script5 contains the following nodes - when I receive <node_value> (1) - custom script call (1) - node_variable (2) - Script6 is a custom script that contains

				the following nodes - define <node_values> (1) - set <node_variable> to <value> (2) - set <node_variable> to <node_value> (1) - for each <node_variable> in <node_value> (1) - if <condition> then block (1) - length of <node_value> - not <node_value> (1) - <node_value> contains <node_value> (1) - letter <node_variable> of <node_value> (2) - join <node_values> <node_values> (1) - Script7 contains the following nodes - when I receive <node_value> - custom script call (1) - Script8 contains the following nodes - when I receive <node_value> (1)

				- custom script call (1)
				- Script9 contains the following nodes
				  - when I receive <node_value> (1)
				  - custom script call (1)
				- Script10 is a custom script that contains the following nodes
				  - define <node_values> (1)
				  - custom script call (1)
				- Script11 contains the following nodes
				  - define <node_values> (1)
				  - custom script call (1)
				- Script12 contains the following nodes
				  - when I receive <node_values> (1)
				  - set <node_variable> to <value> (2)
				- Script13 contains the following nodes
				  - when I receive <node_variable>
				  - set <node_value> to <value> (1)
				- Script14 contains the following nodes
				  - when I receive <node_value>
				  - custom script call (2)
				  - set <node_variable> to <value>

				(1) - set <node_variable>to <node_value> (1) - if <condition> then block (1) - reset timer (1) - repeat until <condition> (1) - <node_variable> > value (1) - <node_variable> = <value> - Script15 contains the following nodes - when I receive <node_value> (1) - custom script call (2) - if <condition> then block else block (1) - not <node_value> (1) - <node_value> > <value> - set <node_variable> to <node_value> (3) - join <node_value> <node_value> (2) - join <node_value> <value> (2) - <node_value> - <value>(1) - Script16 contains the following nodes - when flag clicked (1)

				- hide (1) - go to x:<value>y:<value> (1) - Script17 is a custom script and contains the following nodes - define <node_values> (1) - set <node_value> to <value> (4) - set <node_variable> to <node_value> (2) - repeat until <condition> (1) - change <node_value> by <value> (1) - length of <node_variable> (1) - <node_value> = <node_value> (1) - join <node_variable> <node_value> (1) - <node_value> - <node_value> (1) - letter <node_variable> of <node_value> (1) - Script18 contains the following nodes - when I receive <node_value> - custom script

				call (1) - node_variables (3) - Script19 is a custom script that contains nodes such as - define <node_values> (1) - set <node_variable> to <value> (4) - set <node_variable> to <node_value> (2) - for each <node_variable> in <node_value> (1) - if <condition> then block else block (1) - repeat until <condition> (1) - change <node_variable> by <value> (1) - letter <node_variable> of <node_value> (5) - join <node_variable> <node_value> (2) - length of <node_value> - <node_value> contains <node_value> ? (1) - <node_value>

				= <node_value> (1)
				
				- Script 20 contains the following node changes
				  - when I receive <node_value> (1)
				  - custom script call (1)
				  - node_variables (3)
				
				- Eight sprite contains no script
				
				Why the change?
				- The sprites added are objects used to hold different functionalities (i.e. scripts) and attributes (variables) in the program
				
				- **Sprite1,2,3**
				  - when I receive <node_value> is utilized for control flow structure to take an action or call a script
				  - when flag clicked is mostly utilized to start up the program by showing the sprite
				  - when this sprite clicked node is an event listener for the sprite click
				  - The show and hide node utilized in script1 and script3 of the first sprite controls the appearance and disappearance of the sprite.

				- broadcast <node_value> is utilized for sending out information to other functions or scripts similar to a publish subscribe pattern where the broadcast <node_value> handles publishing and when I receive <node_value> handles subscribing - if <condition> node are utilized for decision making as it's used with the not <node_value> to check if a condition is met before hiding a sprite - set <node_variable> to <value> are utilized for assigning values to variables - **- Sprite4** - custom blocks are created to handle specific task and can only be used within a script - wait <value> seconds is utilized to introduce delay to the program - wait <node_varible> seconds does same as above but with a variable - if <condition> then block block is utilized as a decision block that takes specific action in the case of the second script, sets a value of true to a variable and assigns a different

				value to the variable if the condition fails - <node_value> = <node_value> is utilized to compare two values similar to conditional statements in textual program - <node_variable> = <node_value> does same as above only this time with a variable - set size to <node_value> % is utilized as styling node for increasing the size of the sprite to the node_value - go to <node_value> layer is also a UI improvement process similar to z-index in web development - go to x <node_value> y <node_value> is utilized to control the movement of the sprite in the canvas - delete this clone is utilized to remove an entity - for each <node_variable> in <node_value> is utilized to iterate through the list - switch costume is used to change the appearance of the sprite - create clone of myself is used to create another copy of the object similar to object cloning or forking a project repository - change y by <node_value> is

				utilized for changing the position of the sprite similar to manipulating coordinates - join <node_value> <node_value> is utilized for concatenating two node values - letter <node_value> of <node_value> is used to index a portion of a string from another - length of <nodes_value> is utilized to get the size of string value - change x by <node_value> is similar to change y by <node_value> used for coordinate manipulation on the y-axis - <node_value> * <value> is used multiply two numerical values for multiplication operations - <node_value> + <node_value> is utilized as an addition operator - item <value> of <node_list> is utilized to access a value from a list **- Sprite5** - custom blocks are utilized for modularization and code reuse - change <node_value> by <value> is utilized to alter the values of a node either

				decrement or increment - custom block calls are ways the custom blocks are used by calling them in a script - add <node_value> to <node_list> is utilized for adding values to a list - replace <node_value> of <node_list> with <node_value> is used to replace a value at a specific position in a list similar to update a list **- Sprite6** - delete all of <node_list> is utilized to clear all the values in a node list - <node_value> and <node_value> is used in an if <condition> then block as a conditional and operator to check for two conditions - <node_value> of <node_value> is utilized to access an object property such accessing the x and y position of a sprite - **- Sprite7** - set <node_value> to <empty_node> is utilized to reset a node value - set volume to <value> % is utilized to control the audio - set <node_value> effect to <node_value> is utilized to control the sound pitch

				- <node_value> - <node_value> is subtraction operator - reset timer is utilized to start the time at a 00:00:00 time - <node_value> > <value> is utilized for comparing two node values - pick random <node_value> to <node_value> is utilized for random number generation - <node_value> contains <node_value> is utilized to check if a node value is part of a different node value - play sound <node_value> until done just like the name plays a specific sound based on the chosen node value **- Sprite8** What do they mean? - Users add **sprites** to introduce objects in Scratch programs - Users utilize nodes such as **broadcast <node_value>** and **when I receive <node_value>** to introduce program control flow and could be likened to a publish/subscribe messaging pattern - Users utilize event nodes such as **when flag clicked** to start a Scratch program - Users utilize nodes such as **when this sprite is clicked** as an event listener similar to textual codes - Users utilizes **show** and **hide**

				node to control the appearance and disappearance of sprites - Users utilize the **if <condition> then node** along side with the **not <node_value>** conditional operator to introduce conditional statements and for decision in Scratch programs - Users add nodes such as the **set <node_value> to <value>** when the intent is to assign values to variables - Users create **custom blocks** in their program to handle specific functionality, introduce modularity and enable code reuse. - Users introduce delays in program execution in visual codes by adding the **wait <value> seconds** node - Users utilize the **if <condition> then else block** as a decision block that executes a program when a condition is met and a different program when it's not met as well. - Users compare two values in Scratch using the **<node_values> = <node_values>** operator mostly used as a conditional node of the **if <conditional_node> then block** - Users utilize nodes such as **set size to <node_value> % and go to <node_value>** layer for styling and UI improvement - Users control movement of sprite and change the coordinates of the sprites utilizing nodes such as **go to x <node_value> y<node_value>, change y**

				by <value> and change x by <node_value>. - Users utilize nodes such as delete this clone to trash an object - Users utilize **for each <node_value> in <node_value>** to iterate through a list - Users change appearance of a sprite or introduce different flavors of a sprite using the **switch costume to <node_value>** - Users implement object cloning or repository forking using the create clone node - Users concatenate strings or other node values using the **join <node_value> <node_value>** - Users introduce slicing operation in string or string indexing by add the **letter <node_value> of <node_value>** - Users obtain the length of a variable by adding the length <node_value> - Users add nodes such as **<node_value> * <node_value>, <node_value> + <node_value>, <node_value> - <node_value> and <node_value> / <node_value>** to perform arithmetic operations - Users access values in a list by adding the item <value> of <node_list> node - Users utilize the change <node_value> by <value> to increment the property of a node - Users add items to a list when they add nodes such as ; **add <node_value> to <node_list>**

				- Users change elements of a node list by adding the **replace <node_value> of <node_list> with <node_value>** - Users delete all elements of a node list by introducing the **delete all of <node_list>** - Users utilize the **<node_value> and <node_value>** as a condition node inside control nodes such **if then <condition_node> block and not <conditon_node>** to check for two conditions before executing a program - Users access object properties of a sprite such as ascertaining its x and y position of a sprite by introducing the <node_value> of <node_value> - Users reset the property of a node value to empty utilizing the **set <node_value> to <empty string>** - Users introduce sound and sound controls with nodes such as **play sound <node_value> until done, set volume to <value> %** and **set <node_value> effect to <node_value>** Screenshots Version 2(https://github.com/nullified33/stuff/

				blob/33b28e21f27b7c7c2d2a231638b94aa8c500bcda/dnnc.sb3)
				
				What changed?
				- A complete re-direction of program or game intent from a “**rock paper scissors game**” to a “**tic tac toe game**”
				- 40 sprites added making it a total of 48 sprites
				- First sprite contains three scripts
				  - Script1 contains nodes changes such as
				  - when I receive <node_value> (1)
				  - show (1)
				  - Script2 contains nodes changes such as
				  - when flag clicked (1)
				  - broadcast <node_value> (1)
				  - switch costume to <node_value> (1)
				  - hide (1)
				  - pen extension api call <erase all> (1)
				  - Script3 contains nodes changes such as
				  - when this sprite clicked (1)
				  - if <condition_node> then block (2)
				  - <node_value> = <value> (2)
				  - switch

				costume to <node_value> (2) - hide (2) - broadcast <node_value> (2) - stop <node_value> (2) - set <node_value> to <value> (2) - pen extension api call <stamp> (2) - Second Sprite contains three scripts - Script1 contains the following nodes - when I receive <node_value> (1) - show - Script2 contains the following nodes - when flag clicked (1) - broadcast <node_value> (1) - switch costume to <node_value> (1) - pen extension api call <erase all> (1) - Script3 contains the following nodes - when this sprite clicked (1) - if <condition> then block (2) - <node_variable> = <value> (2) - switch

				costume to <node_value> (2) - pen extension api call <stamp> (2) - set <node_variable> to <value> (2) - hide (2) - stop <node_value> (2) - broadcast <node_value> (2) - Third sprite contains three script - Script1 contains nodes changes such as - when flag clicked (1) - broadcast <node_value> (1) - switch costume to <node_value> (1) - hide (1) - pen extension api call <erase all> (1) - Script2 contains nodes changes such as - when I receive <node_value> (1) - show (1) - Script3 contains nodes changes such as - when this sprite clicked (1) - if <condition> then block (2)

				- <node_variable> = <value> (2)
				- switch costume to <node_value> (2)
				- set <node_variable> to <value> (2)
				- hide (2)
				- pen extension api call <stamp> (2)
				- broadcast <node_value> (2)
				- Fourth sprite contains three script
				  - Script1 contains nodes changes such as
				  - when I receive <node_value> (1)
				  - show (1)
				  - Script2 contains nodes changes such as
				  - when flag clicked (1)
				  - broadcast <node_value> (1)
				  - switch costume to <node_value> (1)
				  - hide (1)
				  - pen extension api <erase all> (1)
				  - Script3 contains nodes changes such as
				  - when this sprite clicked (1)
				  - if <condition>

				then block (2) - <node_variable> = <value> (2) - set <node_variable> to <value> (2) - hide (2) - switch costume to <node_value> (2) - pen extension api <stamp> (2) - stop <node_value> (2) - broadcast <node_value> (2) - Fifth sprite contains three script - Script1 contains nodes changes such as - when I receive <node_value> (1) - show (1) - Script2 contains nodes changes such as - when flag clicked (1) - broadcast <node_value> (1) - switch costume to <node_value> (1) - hide (1) - pen extension api <erase all> (1) - Script3 contains nodes changes such as

				- when this sprite clicked (1)
				- if <condition> then block (2)
				- <node_variable> = <value> (2)
				- set <node_variable> to <value> (2)
				- hide (2)
				- switch costume to <node_value> (2)
				- pen extension api <stamp> (2)
				- stop <node_value> (2)
				- broadcast <node_value> (2)
				- Sixth sprite contains three scripts
				  - Script1 contains the following nodes changes
				  - when flag clicked (1)
				  - broadcast <node_value> (1)
				  - switch costume to <node_value> (1)
				  - hide (1)
				  - pen extension api <erase all> (1)
				  - Script2 contains the following nodes changes
				  - when I receive <node_changes> (1)

				- show (1) - Script3 contains the following nodes changes - when this sprite clicked (1) - if <condition> then block (2) - <node_variable> = <value> (2) - pen extension api call <stamp> (2) - set <node_variable> to <value> (2) - broadcast <node_value> (2) - hide (2) - stop <node_value> (2) - - Seventh sprite contains three script - Script1 contains nodes changes such as - when I receive <node_value> (1) - show (1) - Script2 contains nodes changes such as - when flag clicked (1) - broadcast <node_value> (1) - switch costume to <node_value> (1) - hide (1) - pen extension

				api call <erase all> (1) - Script3 contains nodes changes such as - when this sprite clicked (1) - if <condition> then block (2)] - <node_value> = <value> (2) - switch costume to <node_value> - pen extension api call <stamp> (2) - set <node_variable> to <value> (2) - broadcast <node_value> (2) - hide (2) - stop <node_value> (2) - Eight sprite contains three script - Script1 contains nodes changes such as - when I receive <node_value> (1) - show (1) - Script2 contains nodes changes such as - when flag clicked <1> - broadcast <node_value> (1) - switch costume to <node_value>

				(1) - hide (1) - pen extension api call (1) - Script3 contains nodes changes such as - when this sprite clicked (1) - <node_variable> = <value> (2) - if <condition> then block (2) - switch costume to <node_value> (2) - hide (2) - pen extension api call (2) - set <node_variable> to <value> (2) - broadcast <node_value> (2) - stop <node_value> (2) - Ninth sprite contains three script - Script1 contains nodes changes such as - when I receive <node_value> (1) - show (1) - Script2 contains nodes changes such as - when flag clicked <1> - broadcast <node_value> (1) - switch

				costume to <node_value> (1) - hide (1) - pen extension api call (1) - Script3 contains nodes changes such as - when this sprite clicked (1) - <node_variable> = <value> (2) - if <condition> then block (2) - switch costume to <node_value> (2) - hide (2) - pen extension api call (2) - set <node_variable> to <value> (2) - broadcast <node_value> (2) - stop <node_value> (2) - Tenth sprite contains seven script - Script1 contains nodes changes such as - when this sprite clicked (1) - broadcast <node_value> (1) - Script2 contains nodes changes such as - when I receive <node_value>

				(1) - show (1) - Script3 contains nodes changes such as - when flag clicked (1) - hide (1) - set <node_variable> to <value> (1) - switch costume to <node_value> (4) - forever block (1) - if <condition> then block (4) = > nested - <node_variable> = <value> (5) - not <node_value> (2) - <node_value> or <node_value> (1) - - Script4 contains nodes changes such as - when I receive <node_value> (1) - switch costume to <node_value> (1) - - Script5 contains nodes changes such as - when I receive <node_value> (1) - switch

				costume to <node_value> (1) - Script6 contains nodes changes such as - when I receive <node_value> (1) - if <condition> then block (1) - switch costume to <node_value> (1) - set <node_variable> to <value> (1) - <node_variable> = <value> (1) - Script7 contains nodes changes such as - when I receive <node_value> (1) - if <condition> then (1) - switch costume to <node_value> (1) - set <node_variable> to <value> (1) - <node_variable> = <value> (1) - Eleventh sprite contains three script - Script1 contains nodes changes such as - when flag clicked (1) - hide (1) - Script2 contains

				nodes changes such as - when I receive <node_value> (1) - show (1) - wait <value> seconds (1) - stop <node_value> (1) - Script3 contains nodes changes such as - when I receive <node_value> (1) - show (1) - wait <value> seconds (1) - stop <node_value> (1) - Twelfth sprite contains three script - Script1 contains nodes changes such as - when I receive <node_value> (1) - show (1) - Script2 contains nodes changes such as - when flag clicked (1) - show (1) - Script3 contains nodes changes such as - when this sprite clicked (1) - broadcast <node_value> (1) - Thirteenth sprite contains three script

				- Script1 contains nodes such as - when I receive <node_value> (1) - show (1) - Script2 contains nodes such as - when this sprite clicked (1) - broadcast <node_value> (1) - Script3 contains nodes such as - when flag clicked (1) - hide (1) - Fourteenth sprite contains 3 scripts - Script1 contains nodes such as - when I receive <node_value> (1) - show (1) - Script2 contains nodes such as - when flag clicked (1) - hide (1) - Script3 contains nodes such as - when this sprite clicked (1) - if <condition> then block else block (1) - broadcast <node_value> (1) - pick random <value> to <value> (1) - <node_value> = <value> (1) - Fifteenth sprite contains

				three script - Script1 contains nodes such as - when flag clicked (1) - hide (1) - Script2 contains nodes such as - when I receive <node_value> (1) - show (1) - Script3 contains nodes such as - when I receive <node_value> (1) - hide (1) - Sixteenth sprite contains three script - Script1 contains nodes such as - when flag clicked (1) - hide (1) - Script2 contains nodes such as - when I receive <node_value> (1) - show (1) - Script3 contains nodes such as - when I receive <node_value> (1) - hide (1) - Seventh sprite contains four script - Script1 contains the following nodes - when flag clicked (1) - hide (1) - Script2 contains the following nodes - when I receive <node_value> (1) - show (1)

				- Script3 contains the following nodes - when this sprite clicked (1) - broadcast <node_valaue> (1) - Script4 contains the following nodes - when I receive <node_value> (1) - hide (1) - Eighteenth sprite contains five scripts - Script1 contains the following nodes changes - when flag clicked (1) - hide (1) - Script2 contains the following nodes changes - when I receive <node_value> (1) - hide (1) - Script3 contains the following nodes changes - when I receive <node_value> (1) - show (1) - Script4 contains the following nodes changes - when I receive <node_value> (1) - hide (1) - Script5 contains the following nodes changes - when I receive <node_value> (1) - hide (1)

				- Nineteenth sprite contains 5 scripts
				  - Script1 contains the following nodes changes
				  - when flag clicked (1)
				  - hide (1)
				  - Script2 contains the following nodes changes
				  - when I receive <node_value> (1)
				  - show (1)
				  - Script3 contains the following nodes changes
				  - when this sprite clicked (1)
				  - broadcast <node_value> (1)
				  - Script4 contains the following nodes changes
				  - when I receive <node_value> (1)
				  - hide (1)
				  - Script5 contains the following nodes changes
				  - when I receive <node_value> (1)
				  - hide (1)
				- Twentieth sprite contains 5 scripts
				  - Script1 contains the following nodes changes
				  - when I receive <node_value> (1)
				  - hide (1)
				  - Script2 contains the following nodes changes

				- when I receive <node_value> (1) - hide (1) - Script3 contains the following nodes changes - when flag clicked (1) - hide (1) - Script4 contains the following nodes changes - when I receive <node_change> (1) - show (1) - Script5 contains the following nodes changes - when I receive <node_value> (1) - hide (1) - Twenty first sprite contains 5 script - Script1 contains nodes such as - when I receive <node_value> (1) - hide (1) - Script2 contains nodes such as - when I receive <node_value> (1) - hide (1) - Script3 contains nodes such as - when flag clicked (1) - hide (1) - Script4 contains nodes such as - when I receive <node_value> (1) - show (1) - Script5 contains

				nodes such as - when I receive <node_value> (1) - hide (1) - Twenty second sprite contains two scripts - Script1 contains nodes such as - when flag clicked (1) - show (1) - Script2 contains nodes such as - when I receive <node_value> (1) - hide (1) - Twenty third sprite contains three scripts - Script1 contains nodes such as - when flag clicked (1) - show (1) - Script2 contains nodes such as - when this sprite clicked (1) - broadcast <node_value> (1) - Script3 contains nodes such as - when I receive <node_value> (1) - hide (1) - Twenty fourth sprite contains two scripts - Script1 contains nodes such as - when flag clicked (1) - show (1) - Script2 contains nodes such as - when I receive <node_value>

				(1) - hide (1) - Twenty fifth sprite contains four script - Script1 contains nodes such as - when I receive <node_value> (1) - show (1) - Script2 contains nodes such as - when flag clicked (1) - switch costume to <node_value> (1) - hide (1) - Script3 contains nodes such as - when I receive <node_value> (1) - next costume (2) - wait <value> seconds (1) - Script4 contains nodes such as - when this sprite clicked (1) - next costume (2) - wait <value> seconds (1) - if <condition> then block (1) - not <node_value> (1) - length of <node_variable> (1) - <node_value> = <node_variable> (1) - set

				<node_variable> to <node_value> (1) - join <node_variable><value> (1) - broadcast <node_value> (1) - Twenty sixth sprite contains four script - Script1 contains nodes such as - when this sprite clicked (1) - next costume (2) - wait <value> seconds (1) - if <condition> then block (1) - not <node_value> (1) - length of <node_variable> (1) - <node_value> = <node_variable> (1) - set <node_variable> to <node_value> (1) - join <node_variable> <value> (1) - broadcast <node_value> - Script2 contains nodes such as - when flag clicked (1) - switch costume to <node_value>

				(1) - hide (1) - Script3 contains nodes such as - when I receive <node_value> (1) - show (1) - Script4 contains nodes such as - when I receive <node_value> (1) - next costume (2) - wait <value> seconds (1) - Twenty seventh sprite contains four script - Script1 contains nodes such as - when this sprite clicked (1) - next costume (2) - wait <value> seconds (1) - if <condition> then block (1) - not <node_value> (1) - length of <node_variable> (1) - <node_value> = <node_variable> (1) - set <node_variable> to <node_value> (1) - join <node_variable> <value> - broadcast <node_value>

				(1) - Script2 contains nodes such as - when I receive <node_value> (1) - next costume (2) - wait <value> seconds (1) - Script3 contains nodes such as - when flag clicked (1) - switch costume to <node_value> (1) - hide (1) - Script4 contains nodes such as - when I receive <node_value> (1) - show (1) - Twenty eight sprite contains four script - Script1 contains nodes such as - when this sprite clicked (1) - next costume (2) - wait <value> seconds (1) - if <condition> then block (1) - not <node_value> (1) - length of <node_variable> (1) - <node_value> = <node_variable> (1) - set

				<node_variable> to <node_value> - join <node_variable> <node_value> (1) - broadcast <node_value> (1) - Script2 contains nodes such as - when flag clicked (1) - switch costume to <node_value> (1) - hide (1) - Script3 contains nodes such as - when I receive <node_value> (1) - show (1) - Script4 contains nodes such as - when I receive <node_value> (1) - next costume (2) - wait <value> seconds (1) - Twenty ninth sprite contains three script - Script1 contains nodes such as - when this sprite clicked (1) - switch costume to <node_value> (1) - hide (1) - if <condition> then block (1) - <node_variabl

				e> = <node_value> (1) - wait <value> seconds (1) - broadcast <node_value> (1) - Script2 contains nodes such as - when I receive <node_value> (1) - show (1) - wait <value> seconds (2) - if <condition> then block (2) - <node_variable> = <value> (2) - switch costume to <node_value> (3) - hide (1) - broadcast <node_value> (1) - - Script3 contains nodes such as - when I receive <node_value> (1) - switch costume to <node_value> (3) - wait <value> seconds (2) - show (1) - hide (1) - if <node_variable> = <value> (2) - broadcast <node_value> (1)

				- Thirtieth sprite contains six script
				  - Script1 contains nodes such as
				  - when flag clicked (1)
				  - hide (1)
				  - Script2 contains nodes such as
				  - when I receive <node_value> (1)
				  - hide (1)
				  - Script3 contains nodes changes such as
				  - when I receive <node_value> (1)
				  - show (1)
				  - Script4 contains nodes changes such as
				  - when I receive <node_value> (1)
				  - hide (1)
				  - Script5 contains nodes changes such as
				  - when this sprite clicked (1)
				  - broadcast <node_value> (1)
				
				  - Script6 contains nodes changes such as
				  - when I receive <node_value> (1)
				  - hide (1)
				
				- Thirty first sprite contains five script
				  - Script1 contains nodes such as

				- when flag clicked (1) - hide (1) - Script2 contains nodes such as - when I receive <node_value> (1) - show (1) - Script3 contains nodes such as - when I receive <node_value> (1) - hide (1) - Script4 contains nodes such as - when I receive <node_value> (1) - hide (1) - Script5 contains nodes such as - when I receive <node_value> (1) - hide (1) - Thirty second sprite contains four script - Script1 contains nodes such as - when flag clicked (1) - hide (1) - Script2 contains nodes such as - when I receive <node_value> (1) - show (1) - Script3 contains nodes such as - when I receive <node_value> (1) - hide (1) - Script4 contains nodes such as - when this sprite clicked

				(1) - ask <value> and wait (2) - set <node_variable> to <node_value> (2) - Thirty third sprite contains five script - Script1 contains nodes such as - when flag clicked (1) - hide (1) - Script2 contains nodes such as - when I receive <node_value> (1) - show (1) - Script3 contains nodes such as - when I receive <node_value> (1) - hide (1) - Script4 contains nodes such as - when this sprite clicked (1) - broadcast <node_value> (1) - if <condition> then block (1) - <node_value> = <value> (1) - set <node_variable> to <value> (1) - Script5 contains nodes such as - when this sprite clicked (1) - broadcast

				<node_value> (1) - if <condition> then block (1) - set <node_variable> to <value> (1) - <node_variable> = <value> (1) - Thirty fourth sprite contains four script - Script1 contains nodes such as - when flag clicked (1) - hide (1) - Script2 contains nodes such as - when I receive <node_value> (1) - show (1) - Script3 contains nodes such as - when I receive <node_value> (1) - hide (1) - Script4 contains nodes such as - when I receive <node_value> (1) - hide (1) - Thirty fifth sprite contains two script - Script1 contains nodes such as - when flag clicked (1) - hide (1) - Script2 contains nodes such as - when I receive <node_value> (1) - show (1) - Thirty sixth sprite contains

				three scripts - Script1 contains nodes such as - when I receive <node_value> (1) - hide (1) - Script2 contains nodes such as - when flag clicked (1) - show (1) - Script3 contains nodes such as - when this sprite clicked (1) - broadcast <node_value> (1) - Thirty seventh sprite contains four scripts - Script1 contains nodes such as - when flag clicked (1) - hide (1) - Script2 contains nodes such as - when this sprite clicked (1) - broadcast <node_value> (1) - Script3 contains nodes such as - when I receive <node_value> (1) - wait <value> seconds (1) - go to <node_value> layer (1) - show (1) - Script4 contains nodes such as - when I receive <node_value>

				(1) - hide (1) - Thirty eight sprite contains three script - Script1 contains nodes changes such as - when I receive <node_value> (1) - hide (1) - Script2 contains nodes changes such as - when flag clicked (1) - hide (1) - Script3 contains nodes such as - when I receive <node_value> (1) - hide (1) - Thirty ninth sprite contains six script - Script1 contains nodes such as - when flag clicked (1) - hide (1) - Script2 contains nodes such as - when I receive <node_value> (1) - show (1) - Script3 contains nodes such as - when I receive <node_value> (1) - hide (1) - Script4 contains nodes such as - when this sprite clicked (1) - broadcast <node_value> (1)

				- Script5 contains nodes such as - when I receive <node_value> (1) - hide (1) - Script6 contains nodes such as - when I receive <node_value> (1) - hide (1) - Fortieth sprite contains four script - Script1 contains nodes such as - when I receive <node_value> (1) - delete all of <node_list> (1) - show (1) - pen extension api <eraseall> (1) - Script2 contains nodes such as - when flag clicked (1) - delete all of <node_list> (1) - switch costume to <node_value> (1) - hide (1) - pen extension api <erase all> (1) - Script3 contains nodes such as - when this sprite clicked (1) - add <value> to <node_list> (1) - next costume

				(2) - wait <value> seconds (1) - broadcast <node_value> (2) - set <node_variable> to <value> (2) - Script4 contains nodes such as - when I receive <node_value> (1) - if <condition> then block else block (1) - hide (2) - pen extension api <stamp> (1) - add <value> to <node_list> (1) - Forty first sprite contains four script - Script1 contains nodes such as - when flag clicked (1) - delete all of <node_list> (1) - switch costume to <node_value> (1) - hide (1) - pen extension api <erase all> (1) - Script2 contains nodes such as - when this sprite clicked (1) - add <value> to <node_list>

				(1) - next costume (2) - wait <value> seconds (1) - broadcast <node_value> (2) - set <node_variable> to <value> (2) - Script3 contains nodes such as - when I receive <node_value> (1) - if <condition> then block else block (1) - not <node_variable> (1) - <node_value> = <value> (1) - hide (2) - add <value> to <node_list> (1) - pen extension api <stamp> (1) - Script4 contains nodes such as - when I receive <node_value> (1) - delete all of <node_list> (1) - show (1) - pen extension api <erase all> (1) - Forty second sprite contains four script - Script1 contains nodes such as - when flag clicked (1)

				- delete all of <node_list> (1) - switch costume to <node_value> (1) - hide (1) - pen extension api <erase all> (1) - Script2 contains nodes such as - when I receive <node_value> (1) - delete all of <node_list> (1) - show (1) - pen extension api <erase all> (1) - Script3 contains nodes such as - when I receive <node_value> (1) - if <condition> then block else block (1) - not <node_value> (1) - hide (2) - <node_value> = <value> (1) - add <value> to <node_list> (1) - Script4 contains nodes such as - when this sprite clicked (1) - add <value> to <node_list> (1) - next costume (2)

				- wait <value> seconds (1)
				- broadcast <node_value> (2)
				- set <node_variable> to <value> (2)
				
				- Forty third sprite contains seven scripts
				  - Script1 contains nodes changes such as
				  - when flag clicked (1)
				  - hide (1)
				  - go to x: <value> y: <value>
				  - Script2 contains nodes changes such as
				  - when I receive <node_value> (1)
				  - custom script call (1)
				  - node_variable (1)
				  - Script3 contains nodes changes such as
				  - define <node_values> (1)
				  - Created by <value> (1)
				  - Description <value> (1)
				  - set <node_variable> to <node_value> (3)
				  - set <node_variable> to <value> (3)

				- repeat until <condition> (2) - letter <value> of <node_value> (1) - letter <node_variable> of <node_value> (1) - item <node_variable> of <node_list> (2) - <node_value> = <node_value> (1) - <node_value> = <value> (1) - change <node_variable> by <value> (2) - broadcast <node_values> (1) - Script4 contains nodes changes such as - define <node_values> (1) - Created by <value> (1) - Description <value> (1) - add <node_value> to <node_list> (1) - join <node_value> <node_value> (1) - join

				<node_value> <value> (1) - join <value> <node_value> (1) - Script5 contains nodes changes such as - when I receive <node_value> (1) - custom script call (1) - node_variables (2) - Script6 contains nodes changes such as - when I receive <node_value> (1) - custom script call (1) - node_variables (2) - Script7 contains nodes changes such as - define <node_values> (1) - Created by <value> (1) - Description <value> (1) - set <node_variable> to <value> (2) - repeat until <condition> (1) - letter <value> of <node_value> (1) - <node_value> = <node_value> (1)

				- change <node_variable> by <value> (1) - item <node_variable> of <node_list> (1) - replace item <node_variable> of <node_list> with <node_value> (1) - join <node_value> <value> (1) - join <value> <node_value> (1) - join <node_value> <node_value> (1) - - Forty fourth sprite contains a single script - Script1 contains nodes changes such as - when flag clicked (1) - set <node_variable> to <value> (4) - delete all of <node_list> (1) - if <condition> then block (4) - not <node_value> (4) - <node_value> of <node_value> (5)

				- <node_value> = <value> (5) - <node_value> and <node_value> (1) - add <value> to <node_list> (4) - Forty fifth sprite contains seventeen script - Script1 contains nodes changes such as - define <node_values> (1) - Created by <node_value> - Description <node_value> - set <node_variable> to <value> (7) - for each <node_variable> in <node_value> (1) - length of <node_value> - if <condition> then block (4) - not <node_value> (1) - letter <node_variable> of <node_value> (5) - <node_value> > <value> (1) - <node_value> = <value> (4) - <node_value> * <value> (1) - wait until <node_val>

				(1) - broadcast <node_value> (1) - Script2 contains nodes changes such as - when I receive <node_value> (1) - if <condition> then block else block (1) - <node_variable> = <value> (1) - set volume to <value> % (2) - set <node_value> effect to <node_variable> (1) - play sound <node_value> until done (1) - set <node_value> to <value> - Script3 contains nodes such as - when I receive <node_value> (1) - custom script call (1) - node_variable (1) - if <condition> then block (1) - set <node_value> effect to <value> - not <node_value> (1) - <node_variable> = <value>

				(1)
				
				- Script4 is a custom script and contains nodes changes such as
				  - define <node_values> (1)
				  - Created by <value> (1)
				  - Description <value> (1)
				  - set <node_variable> to <value> (2)
				  - set <node_variable> to <node_value> (2)
				  - pick random <node_value> to <node_value> (2)
				  - <node_variable> = <node_variable> (2)
				  - if <condition> then block (1)
				  - repeat until <condition> (1)
				  - not <node_value> (1)
				  - <node_variable> = <node_variable> (2)
				  - repeat until <condition> (1)
				  -
				- Script5 contains nodes changes such as

				- when I receive <node_value> (1) - custom script call (1) - node_variables (2) - Script6 is a custom script which contains nodes changes such as - define <node_values> (1) - Created by <value> (1) - Description <value> (1) - set <node_variable> to <value> (2) - set <node_variable> to <node_value> (1) - for each <node_variable> in <node_value> (1) - length of <node_value> (1) - if <condition> then block (1) - not <node_value> (1) - <node_value> contains <node_value> (1) - join <node_variable> <node_value> (1) - letter

				<node_variable> of <node_value> (2) - Script7 contains nodes changes such as - when I receive <node_value> (1) - custom script call (1) - node_variables (2) - Script8 contains nodes changes such as - when I receive <node_value> (1) - custom script call (1) - Script9 contains nodes such as - when I receive <node_value> (1) - custom script call (1) - Script10 contains nodes changes such as - define <node_values> (1) - Created by <value> (1) - Description <value> - custom script call (1) - Script11 contains nodes such as - define <node_values> (1) - Created by <value> (1) - Description <value>

				- custom script call (1) - - Script12 contains nodes changes such as - when I receive <node_value> (1) - custom script call (2) - set <node_variable> to <value> (1) - set <node_variable> to <node_value> (1) - if <condition> then block (1) - not <node_value> (1) - <node_variable> > <value> (1) - <node_variable> = <value> (1) - reset timer (1) - repeat until <condition> (1) - - Script13 contains nodes changes such as - when I receive <node_value> (1) - set <node_variable> to <value> (2) - Script14 contains nodes changes such as - when I receive

				<node_value> (1) - set <node_variable> to <value> (1) - Script15 contains nodes changes such as - when I receive <node_value> (1) - custom script call (2) - if <condition> then block else block (1) - not <node_value> (1) - <node_value> > <value> (1) - set <node_variable> to <node_value> (3) - join <node_value> <node_value> (2) - join <node_value> <value> (1) - join <node_variable> <value> (1) - Script16 contains nodes changes such as - when I receive <node_value> (1) - custom script call (1) - node_variables (3) - Script17 is a custom script which contains nodes changes such

				as - define <node_values> (1) - Created by <value> - Description <value> - set <node_variable> to <value> (4) - set <node_variable> to <node_value> (2) - repeat until <condition> (1) - length of <node_variable> (1) - <node_variable> = <node_value> (1) - <node_value> - <node_value> (1) - letter <node_variable> of <node_value> (1) - join <node_variable> <node_value> (1) - change <node_variable> by <value> (1) - Script18 contains nodes such as - when I receive <node_value> (1)

				- custom script call (1) - node_variables (3) - Script19 is a custom script that contains nodes such as - define <node_values> (1) - Created by <value> (1) - Description <value> (1) - set <node_variable> to <value> (4) - set <node_variable> to <node_value> (2) - for each <node_variable> in <node_value> (1) - if <condition> then block else block (1) - length of <node_value> (1) - letter <node_variable> of <node_value> (5) - <node_value> contains <node_value> (1) - change <node_variable> by <value> (1) - <node_value> = <node_value>

				(1) - join <node_variable> <node_value> (2) - Forty sixth sprite contains 12 scripts - Script1 contains nodes such as - when I receive <node_value> (1) - custom script call (1) - Script2 contains nodes such as - when I receive <node_value> (1) - custom script call (2) - set <node_variable> to <value> (3) - broadcast <node_value> (1) - wait <value> seconds (1) - if <condition> then block else block (1) - <node_variable> = <value> (1) - Script3 contains nodes such as - define <node_values> (1) - Created by <value> (1) - Description <value> (1) - set <node_variable> to <value> (2)

				- show (1) - set size to <node_value> (1) - go to x: <node_value> y: <node_value> (2) - if <condition> then (2) - delete this clone (1) - for each <node_variable> in <node_value> (1) - switch costume to <node_value> (2) - create clone of <node_value> (1) - change x by <node_value> (1) - change y by <node_value> (1) - join <node_value> <node_value> (2) - length of <node_value> (1) - letter <node_variable> of <node_value> (4) - <node_value> = <node_value> (1) - Script4 contains nodes such as - when I receive

				<node_value> (1) - custom script call (1) - item <node_variable> of <node_list> (8) - <node_variable> * <value> (8) - <node_value> + <value> (8) - Script5 contains nodes such as - when I receive <node_value> (1) - custom script call (1) - item <value> of <node_list> (8) - Script6 contains nodes such as - define <node_values> (1) - Created by <value> (1) - Description <value> (1) - set <node_variable> to <value> (2) - show (1) - set size to <node_value> % (1) - go to <node_value> layer (1) - go to x: <node_value> y: <node_value> (2)

				- if <condition> then (1) - delete this clone (1) - for each <node_variable> in <node_list> (1) - for each <node_variable> in <node_value> (1) - length of <node_value> (1) - letter <node_variable> of <node_value> (2) - join <node_value> <node_value> (1) - item <node_variable> of <node_list> (2) - item <node_value> of <node_list> (1) - <node_variable> + <value> (1) - switch costume to <node_value> (3) - create clone of <node_value> (1) - change x by <node_value> (1) - change y by <node_value>

				(1) - - Script7 contains nodes such as - when I receive <node_value> (1) - custom script call (1) - item <value> of <node_list> (6) - Script8 contains nodes such as - when I receive <node_value> (1) - custom script call (1) - item <node_value> of <node_list> (6) - <node_value> + <node_value> (6) - <node_value> * <node_value> (6) - Script9 contains nodes such as - when flag clicked (1) - go to x: <value> y: <value> (1) - set size to <value> %(1) - Script10 contains nodes such as - when I receive <node_value> (1) - custom script call (1) - item <value> of <node_list> (6)

				- Script11 contains nodes such as
				  - when I receive <node_value> (1)
				  - custom script call (1)
				  - item <node_value> of <node_list> (6)
				  - <node_variable> * <value> (6)
				  - <node_value> + <value> (6)
				- Script12 contains nodes such as
				  - define <node_values> (1)
				  - Created by <value> (1)
				  - Description <value> (1)
				  - set <node_variable> to <value> (2)
				  - show (1)
				  - set size to <node_value> % (1)
				  - go to <node_value> layer (1)
				  - go to x: <node_value> y: <node_value> (2)
				  - if <node_value> then (1)
				  - delete this clone (1)
				  - for each <node_variable> in <node_value>

				(2) - length of <node_list> (1) - length of <node_list> (node_value) - item <node_variable> of <node_list> (2) - item <node_value> of <node_list> (1) - item # of <node_value> (1) - <node_value> + <value> (1) - create clone of <node_value> (1) - change x by <node_value> (1) - change y by <node_value> (1) - <value> - <node_value> (1) - Forty seventh sprite contains four scripts - Script1 contains nodes changes such as - when I receive <node_value> (1) - switch costume to <node_value> (1) - show (1) - Script2 contains nodes changes such as - when flag

				clicked (1) - switch costume to <node_value> (1) - hide (1) - Script3 contains nodes changes such as - when I receive <node_value> (1) - switch costume to <node_value> (1) - show (1) - Script4 contains nodes changes such as - when this sprite clicked (1) - broadcast <node_value> (1) - Forty eight sprite contains three scripts and 5 disjoint nodes - Script1 contains nodes changes such as - when flag clicked (1) - hide (1) - Script2 contains nodes changes such as - when I receive <node_value> (1) - hide (1) - Script3 contains nodes changes such as - when I receive <node_value> (1) - wait <value> seconds (1)

				- if <condition> then block (3) - <node_value> or <node_value> (4) - <node_variable> = <value> (9) - <node_value> = <node_value> (1) - switch costume to <node_value> (3) - show (3) - item # of <value> in <node_list> (1) - forever block (1) Why the change ? - Each sprite added introduced an object to the program with its function and attributes What do they mean ? - Users add sprite to demonstrate addition of new objects Screenshots
2	0a81670157be0dc4879253a177a2c192072a7690	ex04/src/ex04.sb3	https://github.com/EdinCehajic/Day02/commit/0a81670157be0dc48	What changed ? - A new sprite with no script Why the change?

			79253a177a2c192072a7690
			
			https://github.com/EdinCehajic/Day02/commit/d45c11e4bb6beba17039303f23b8ec71f9e8ab4d
			
			https://github.com/EdinCehajic/Day02/commit/d45c11e4bb6beba17039303f23b8ec71f9e8ab4d
			
			https://github.com/EdinCehajic/Day02/commits
				- Starting a new program by creating an object (i.e sprite)
				
				What do they mean?
				- Users start off projects by creating sprites
				
				Screenshots
				
				Version 2 (https://github.com/EdinCehajic/Day02/blob/b4ff95ef96ff5253408ec0c2d4e0b30a4fbef192/ex02/src/ex02.sb3)
				
				What changed?
				- A New script was added with the following changes
				  - Script1 contains nodes such as
				  - when flag clicked (1)
				  - say <value> for <value> seconds (1)
				  - ask <value> and wait (1)
				  - say <node_value> (1)
				
				Why the change?
				- Addition of scripts introduces functionality to Scratch object
				
				What do they mean?
				- Users add scripts to introduce a new functionality to sprites
				
				Screenshots

				Version3 (https://github.com/EdinCehajic/Day02/blob/791269509164fb3a518ca9627eb30ec81b748862/ex03/src/ex03.sb3)
				
				What changed?
				
				- 2 new script was added
				  - Script1 contains nodes such as
				  - when flag clicked (1)
				  - forever block (1)
				  - switch backdrop to <node_value> (1)
				  - wait <value> seconds (1)
				  - Script2 contains nodes such as
				  - when flag clicked (1)
				  - forever block (1)
				  - start sound <node_value> (2)
				  - wait <value> seconds (1)
				  - if <condition> then (1)
				  - touching <node> (1)
				- Old script was removed
				Why the change?
				- Scripts2 are added to introduce a new functionality to a program
				- Nodes are removed to remove some functionalities
				
				What do they mean?
				- Users add scripts to introduce a new functionality in sprite
				- Users remove nodes to change the intent of a sprite

				Screenshots
				
				Version 4 (https://github.com/EdinCehajic/Day02/blob/d45c11e4bb6beba17039303f23b8ec71f9e8ab4d/ex03/src/ex03.sb3)
				
				What changed ?
				- A script was removed from the sprite and added to the backdrop
				  - Script1 contains nodes such as
				  - when flag clicked (1)
				  - forever block (1)
				  - switch backdrop to <node_value> (1)
				  - wait <value> seconds (1)
				
				Why the change?
				- The movement of script to backdrop could be to add more controls to backdrops
				
				What do they mean?
				- Users add scripts to backdrops
				
				Screenshots
				
				Version 5 (https://github.com/EdinCehajic/Day02/blob/0a81670157be0dc4879253a177a2c192072a7690/ex04/src/ex04.sb3)

				What changed ?
				- Nodes replaced
				  - Script2 contains nodes changes such as
				  - switch backdrop to <node_value> (1)
				  - wait <value> seconds (1)
				  - Script1 contains nodes changes such as
				  - set <node_variable> to <value> (1)
				  - start sound <node_value> (2)
				  - wait <value> seconds (1)
				  - if <condition> then block (1)
				
				- Sprite assets was changed
				
				Why the change ?
				- Change the direction of the program
				- Change of sprite assets could be an ongoing UI/UX operation
				
				What do they mean?
				- Users change nodes to change direction of a program
				
				Screenshots
				
				Version 6 (https://github.com/EdinCehajic/Day02/blob/89f932fb0e91717afe973767

				1387179a8dbf3057/ex05/src/ex05.sb3)
				
				What changed ?
				- Scripts removed from the backdrop
				  - Script2 contains nodes such as
				  - set rotation style <node_value> (1)
				  - next costume (2)
				  - if on edge, bounce (1)
				  - move <value> steps (1)
				
				  - Script1 contains nodes such as
				  - when flag clicked (1)
				  - forever (1)
				- Nodes replaced in the existing script
				
				Why did it change?
				- The removal of scripts from the backdrop was to remove a functionality
				
				What do they mean?
				- Users remove scripts from programs to remove functionality
				
				Screenshots
				
				Version 7 (https://github.com/EdinCehajic/Day02/blob/819b16c0acd9f171b1788b780ca1f9beb43bc7fa/ex05/src/ex05.sb3)
				
				What changed ?

				- Addition of nodes
				  - Script1 contains nodes changes such as
				  - next costume (1)
				  - move <value> steps (1)
				
				Why the change?
				- Nodes added are utilized for repeating a process (code clone)
				
				What do they mean?
				- Users add nodes to repeat a process
				
				Screenshots

3	9b4c15c844e84208e3630936af6052d8d855dfb0	projects/week10/1_Snake_Player_Movement.sb3	https://github.com/aaronlws95/scratch-tutorial-2020/commits/9b4c15c844e84208e3630936af6052d8d855dfb0/projects/week10/1_Snake_Player_Movement.sb3	What changed ?
				- Addition of a new sprite
				- 5 new scripts added to the sprite
				  - Script1 contains nodes changes such as
				  - when flag clicked (1)
				  - set <node_variable> to <value> (10)
				  - Script2 contains nodes changes such as
				  - define <values> (1)
				  - go to x: <node_value> y: <node_value>

				(1) - <node_variable> + <node_value> (2) - <node_value> * <node_value> (2) - set <node_variable> to <node_value> (2) - Script3 contains nodes changes such as - when <node_value> key pressed (1) - set <node_variable> to <variable> (1) - set <node_variable> to <value> (1) - custom script call (3) - round <node_value> (2) - <node_variable> / <value> (2) - <node_variable> = <value> (1) - repeat until <condition> (1) - node_variable (3) - Script4 contains nodes changes such as - define <values> (1)

				- if <condition> then block (1) - if <condition> then block else block (3) - key <node_value> pressed (4) - set <node_variable> to <variable> (4) - Script5 contains nodes changes such as - define <node_values> (1) - if <condition> then block else block (3) - if <condition> then block (1) - <node_value> = <node_variable> (5) - custom script call (4) - <node_value> - <value> (2) - <node_value> + <value> (2) Why the change? - New sprites are added to introduce an object with its functionality and attributes - A new script is added to demonstrate a functionality What do they mean? - Users add sprites at the start of a program - Users add scripts to demonstrate functionality Screenshots

				Version 2(https://github.com/aaronlws95/scratch-tutorial-2020/blob/9b4c15c844e84208e3630936af6052d8d855dfb0/projects/week10/2_Snake_Food_Spawn.sb3)
				
				What changed ?
				- A new sprite was introduced with three scripts
				  - Script1 contains nodes such as
				  - when flag clicked (1)
				  - hide (1)
				  - Script2 contains nodes such as
				  - define <values> (1)
				  - go to x: <node_value> y: <node_value> (1)
				  - set <node_variable> to <node_value> (2)
				  - Script3 contains nodes such as
				  - when I receive <node_value> (1)
				  - custom script call (1)
				  - pick random <value> to <node_value> (2)
				  - <node_variable> - <value> (2)
				  - show (1)
				
				- 2 scripts were added in the existing sprite
				  - Script1 contains the

				following nodes changes - define <values> (1) - if <condition> then block else block (3) - <node_value> = <node_variable> (4) - <node_value> + <value> (2) - <node_value> - <value> (2) - if <condition> then block (1) - custom script call (4) - Script2 contains the following nodes changes - define <values> (1) - if <condition> then block else block (1) - set <node_variable> to <value> (2) - <node_value> < <value> (2) - <node_value> > <node_variable> (2) - <node_variable> - <value> (2) - <node_value> or <node_value> (2) - - Nodes were added in the third script of the first sprite - Script3 contains the following node changes

				- set <node_variable> to <value> (1) - broadcast <node_value> (2) - custom script call (1) - if <condition> then block (2) - <node_variable> = <node_variable> (2) - <node_value> and <node_value> (1) - node_variable (3) - <node_variable> = <value> Why the change? - A new sprite was added to hold a new object with certain behaviors (variables) and be able to take certain actions (scripts) - Scripts were introduced to bring in certain functionalities in the program - Nodes were added to bring in specific behavior to a Scratch program What do they mean? - Users add sprites to introduce a new object with the intent of localizing specific behaviors and actions within the sprite - Users add scripts to introduce specific functionalities in a Scratch program Screenshots

				Version 3 (https://github.com/aaronlws95/scratch-tutorial-2020/blob/9b4c15c844e84208e3630936af6052d8d855dfb0/projects/week10/3_Snake_Tail.sb3)
				
				What changed ?
				- A new sprite added with 4 new scripts added
				  - Script1 contains nodes changes such as
				  - define <values> (1)
				  - go to x: <node_value> y: <node_value> (1)
				  - replace item <node_variable> of <node_list> with <node_value> (2)
				  - <node_variable> + <node_value> (2)
				  - <node_value> * <node_variable> (2)
				  - Script2 contains nodes changes such as
				  - define <values> (1)
				  - pen extension api call <erase all> (1)
				  - pen extension api call <stamp> (1)
				  - set <node_variabl

				e> to <node_list> (1) - repeat <node_value> (1) - if <node_variable> then block else block (1) - custom script call (2) - node_variable (2) - item <node_value> of <node_list> (2) - <node_variable> - <value> (2) - show (1) - hide (1) - change <node_variable> by <value> (1) - <node_variable> = <value> (1) - Script3 contains nodes changes such as - when I receive <node_value> (1) - custom script call (1) - Script4 contains nodes changes such as - when flag clicked (1) - hide (1) - New nodes added in the third script of the first sprite - Script3 contains nodes changes such as - delete all of

				<node_list> (2) - set <node_variable> to <node_variable> (2) - change <node_variable> by <value> (1) - custom script call (1) Why the change ? - New sprite was added to demonstrate an object of a Snake called Tail - New scripts added to demonstrate a new functionality - New nodes were added in the What do they mean? - Users add sprites to demonstrate new objects, its attributes and actions it can take - Users add scripts to introduce a new functionality in the program Screenshots Version 4 (https://github.com/aaronlws95/scratch-tutorial-2020/blob/9b4c15c844e84208e3630936af6052d8d855dfb0/projects/week10/4_Snake_Lose_Check.sb3) What changed ? - Nodes added in the third script of the first sprite - Script3 contains nodes changes such as - if <condition>

				then block else block (1) - broadcast <node_value> (1) - 2 new scripts was added in the first sprite - Script1 contains the following node changes - define <values> (1) - set <node_value> to <value> (1) - Script2 contains the following nodes changes - when I receive <node_value> (1) - custom script (1) - Nodes were added in the seventh script of the first sprite - Script7 contains nodes such as - not <node_value> (4) - <node_variable> = <node_variable> (4) - <node_value> and <node_value> (4) Why the change ? - Nodes are added in a script to demonstrate a new action - Scripts are added to demonstrate a new functionality What do they mean ? - Users add nodes to a sprite

				to demonstrate a new object, its behavior and actions it can take - Users add scripts to demonstrate a new action of a sprite object Screenshots Version 5 (https://github.com/aaronlws95/scratch-tutorial-2020/blob/9b4c15c844e84208e3630936af6052d8d855dfb0/projects/week10/5_Snake_User_Interface.sb3) What changed ? - 4 sprites were added - 2 new nodes were added in the first script in the first sprite - Script1 contains nodes changes such as - pen extension api call <erase all> (1) - hide (1) - 2 scripts were added in the first sprite - Script1 contains nodes changes such as - when I receive <node_value> (1) - custom script call (1) - Script2 contains nodes changes such as - define <values> (1) - show (1) - hide variable <variable_name> (3)

				- delete all of <node_list> (2) - set <node_variable> to <value> (2) - set <node_variable> to <variable> (3) - custom script call (5) - round <node_value> (2) - <node_variable> / <value> (2) - <node_variable> = <value> (2) - repeat until <condition> (1) - if <condition> then block (1) - if <condition> then block else block (1) - broadcast <node_values> (3) - <node_variable> = <node_variable> (2) - <node_variable> and <node_variable> (1) - <node_value> and <node_value> (1) - 7 new nodes added in the sixth script of the first sprite] - Script6 contains nodes such as - show variable

				<node_variable> (3) - set <node_variable> to <node_variable> (1) - set <node_variable> to <node_value> (1) - ask <value> and wait (1) - <node_variable> < <node_variable> (1) - if <condition> then block (1) - One node added in the seventh script of the first sprite - Script7 contains nodes such as - start sound <node_value> (1) - 2 scripts added in the fourth sprite - Script1 contains nodes changes such as - when this sprite clicked (1) - broadcast <node_value> (1) - hide (1) - Script2 contains nodes changes such as - when flag clicked (1) - go to x: <value> y: <value> (1) - show (1) - 3 scripts added in the fifth

				sprite - Script1 contains nodes such as - when I receive <node_value> (1) - show (1) - Script2 contains nodes such as - when this sprite clicked (1) - broadcast <node_value> (1) - hide (1) - Script3 contains nodes such as - when flag clicked (1) - go to x: <value> y: <value> (1) - hide (1) - 3 scripts added in the third sixth sprite - Script1 contains nodes changes such as - when flag clicked (1) - go to x: <value> y: <value> (1) - hide (1) - Script2 contains nodes changes such as - when I receive <node_value> (1) - show (1) - Script3 contains nodes changes such as - when I receive <node_value> (1) - hide (1) - Four scripts added in the

				seventh sprite - Script1 contains nodes changes such as - when flag clicked (1) - switch costume to <node_value> (1) - set <node_variable> to <value> (2) - repeat until <condition> (1) - set volume to <node_variable> % (1) - play sound <node_value> until done (1) - Script2 contains nodes changes such as - when this sprite clicked (1) - if <condition> then block else block (1) - <node_variable> = <value> (2) - switch costume to <node_value> (2) - set <node_variable> to <value> (2) - repeat until <condition> (1) - set volume to <node_variable> % (1) - set volume to

				<value> % (1) - play sound <node_value> until done (1) - Script3 contains nodes changes such as - when I receive <node_value> (1) - hide (1) - Script4 contains nodes changes such as - when I receive <node_value> (1) - show (1) Why the change? - New sprites added demonstrate the addition of a new object or a new class for textual codes to hold a new functionality - New scripts added demonstrate the addition of a new functionality - New nodes added demonstrate a new action What do they mean - Users add sprites to show a new object, it's properties and functionalities in Scratch program - Users add new scripts to demonstrate adding a new functionality Screenshots
4	af8c5dc3ff7bd68e1be0d18352e79bba93df7750	pset0/src0/meow0.sb3	https://github.com/GaureshKapoor/CS50-PSETs/commit/af8c5dc3ff7bd68e1be0	What changed? - A new sprite added - A new script added - Script1 contains nodes such as - when flag

			d18352e79bba93df7750#diff-5aa3e2e229bdc6b77438e9c297b6a0809b0c61b4a4cd0781f49bda2aeabd5492	clicked (1) - start sound <node_value> (1) Why the change ? - A new sprite is added to introduce a new object in a scratch3 program - A new script is added to introduce a new functionality to a program What do they mean? - Users begin new scratch programs by adding objects (sprites) - Users add scripts to introduce a new functionality to a program Screenshots Version 2 (https://github.com/GaureshKapoor/CS50-PSETs/blob/af8c5dc3ff7bd68e1be0d18352e79bba93df7750/pset0/src0/meow1.sb3) What changed ? - A Node was removed - Script1 contains removed nodes below - start sound <node_value> (1) - Three new nodes added - Script1 contains nodes changes such as - repeat <value> block (1) - play sound <node_value> until done (1) - wait <value>

				seconds (1) Why the change? - Addition of nodes demonstrate addition of actions - Removal of nodes demonstrate removal of actions What do they mean? - Users add nodes to scripts introduce a new action to a sprite - Users remove a node from a script to remove an action from a script Screenshots
	6fc03d2402694e6bcf2bdee48d0832b2e7961a17	simpletree.sb3	https://github.com/arpruss/rjmscratch/blob/6fc03d2402694e6bcf2bdee48d0832b2e7961a17/simpletree.sb3	Couldn't load file
5	7bf88657344e23dcea8a0d52764938b7abc10693	scratch3-hacks/test/scratch3-hacks-test.sb3	https://github.com/eqot/scratch3-hacks.old/commit/7bf88657344e23dcea8a0d52764938b7abc10693	What changed ? - New sprite added - New script added without an event parent node - Script1 contains nodes such as - repeat <value> (1) - move <value> steps (1) Why the change? - New sprite demonstrates adding a new object in a program - New script without a root

				event node suggest a pet project What do they mean? - Users add sprites to introduce new objects - Users add scripts to introduce new functionalities Screenshots
6	dba4cde586cdd436830829002e35efea3bd42579	Pseudo Code with Scratch/Exercise7.sb3	https://github.com/b2jena/full_stack_development_stackroute/blob/dba4cde586cdd436830829002e35efea3bd42579/Pseudo%20Code%20with%20Scratch/Exercise7.sb3	What changed? - A new sprite added - A new script added - Script contains the following nodes changes - when flag clicked (1) - ask <value> and wait (1) - set <node_variable> to <node_value> (1) - if <condition> then block (8) - <node_variable> = <value> (7) - <node_variable> < <value> (1) - <node_variable> > <value> (1) - say <value> (1) - say <value> for <value> seconds (8) Why the change ? - Sprites are added to create

				objects with attributes and functionalities - Scripts are added to hold functions What do they mean? - Users add sprites to demonstrate adding new objects - Users add scripts to demonstrate adding new functions Screenshots
6	3acb3e9b0407a1bb9908fcaf60ebb8e2864c2be3	The Wizard of Scratch.sb3	https://github.com/Debasmita64/Scratch-Project-3/commit/3acb3e9b0407a1bb9908fcaf60ebb8e2864c2be3#diff-7b057c5af0334481127ae14b70682e93b3566f9918e71d325cd6553ed4fd62e6	What changed ? - Four new sprite added - Backdrops added - No script in any of the sprite Why the change? - Addition of sprite demonstrate adding an object with attributes and functionalities - Adding new backdrops demonstrate an ongoing UI/UX activity What do they mean? - Users add sprites to introduce new objects - Users add backdrops as a UI/UX design Screenshots Version 2 (https://github.com/Debasmita64/Scratch-Project-3/commit/43cbc0b58dee52d0108c947ead27688e408a0261) What changed

				- File was deleted Why the change? - File could no longer be in use What do they mean? - Users add revisions to delete Scratch files Screenshots
7	828536cc28eb6f589170a5dd2cfc8887cf788a73	src/year-4/rocket-trips/resources/Rocket Trips.sb3	https://github.com/4lefts/primary-programming/blob/828536cc28eb6f589170a5dd2cfc8887cf788a73/src/year-4/rocket-trips/resources/Rocket%20Trips.sb3	What changed ? - Six sprites added - First sprite contains two scripts and a label - Second sprite contains two script and four labels - Third sprite contains two scripts and a label - Fourth sprite contains two scripts and a label - Fifth sprite contains two scripts and a label - Sixth sprite contains two scripts and a label Why the change? - Each sprite was used to represent a unique object, In this case a different kind of rocket with its attributes and functionality - Each script demonstrates a function in the program What do they mean? - Users add sprites to represent a unique object - Users add scripts to add a new functionality Screenshots Version 2(https://github.com/4lefts/primary-programming/commit/1a8b46049ec1cced6a48c61d04614d8c1d25079b#diff

				-f7a6e6a53a033c1e1deaf245c9e14088b4e2f078356e07d258e525233442357c) Filerenames no changes
8	ffc45d14743cffac81e302e53a8fd3df2b3c1f36	uebungsanleitungen/programmieren/python/von-scratch-zu-python/source/Von Scratch zu Python.sb3	https://github.com/coderdojo-linz/preview-coderdojo-linz.github.io/commit/ffc45d14743cffac81e302e53a8fd3df2b3c1f36#diff-03b3fd03a960e1e37f4cb2f6f0cbd1454890828ac4888714aad74016840359 11	What changed ? - A new sprite was added - Two scripts added in the first sprite Why the change? - Sprites are added to introduce a new object with attributes and functionalities - Scripts are introduced to add functionalities to sprites What do they mean? - Users add sprites to their programs to demonstrate how objects are added to source codes with functionalities and attributes - Users introduce scripts to their programs to add a new functionality to their program Screenshots Version 2 (https://github.com/coderdojo-linz/preview-coderdojo-linz.github.io/blob/0989356434 06e89de66c9ad231b8a8d844d4f886/uebungsanleitungen/programmieren/python/von-scratch-zu-python/Von%20Scratch%20zu%20Python.sb3) What changed ? No visible change as code was moved to a different folder

9	dba4cde586cdd436830829002e35efea3bd42579	pseudocode_exercise/exercise2.sb3	https://github.com/b2jena/full_stack_development_stackroute/commits/dba4cde586cdd436830829002e35efea3bd42579/Pseudo%20Code%20with%20Scratch/exercise2.sb3	What changed ? - A new scratch was added - A new script was added Why the change ? - A new sprite is added to introduce a new object to a Scratch program - A new script is added to introduce a new functionality to a program What do they mean? - Users add a sprite to introduce a new object to a program - Users add a new script to a program to introduce a new functionality Screenshots
10	908f0252c2d7c6392b906a92d5e1b523575320e2	Scratch/Hummer-Bot4.0_MagicBlock/Demo/Function program/Infrared obstacle avoidance.sb3	https://github.com/emakefun/hummer-bot/commits/908f0252c2d7c6392b906a92d5e1b523575320e2/Scratch/Hummer-Bot4.0_MagicBlock/Demo/Function%20program/Infrared%20obstacle%20avoidance.sb3	What changed ? - A new sprite was added Why the change? - A new sprite was included in the program What do they mean? - Users add sprites to include objects in a program Screenshots Version 2 (https://github.com/emakefun/humm

				er-bot/commit/ac3cf29cdd2f5573a95f4817cf11cb16f30d9f2f#diff-ee1f63a9076541ab42492773a0642bacd5293e48cc827488c0714fc353d85224) What changed ? No visible changed
11	be1c7b8e4b679ea6a342b6e59cc9be4511ef0897	Scratch/ScratchInvaders - Week 1.sb3	https://github.com/DotNetCoderDk/CodingPirates/commit/be1c7b8e4b679ea6a342b6e59cc9be4511ef0897	What changed ? - Four new sprites added in the program - 5 new scripts in the first sprite - 2 new scripts added in the second sprite - 3 new scripts in third sprite - 1 new script added in the forth sprite Why the change ? - A new sprite is added to a program - Scripts added to introduce functionality in a program What do they mean? - Users add new sprites to introduce objects to a program - Users add scripts to a program to introduce new functionality Screenshots Version 2 (https://github.com/DotNetCoderDk/CodingPirates/blob/2ea3baf6441bac43599535822e71a9f062deb208/Scratch/ScratchInvaders.sb3) What changed ? - Nodes added to the second script in the second sprite - Nodes added in the first script in the second sprite

				- Nodes added in the script of the fourth sprite Why the change ? - Nodes are added to the scripts to introduce an action to a script What do they mean - Users add nodes to scripts in a sprite to introduce an action Screenshots Version 3 (https://github.com/DotNetCoderDk/CodingPirates/blob/be1c7b8e4b679ea6a342b6e59cc9be4511ef0897/Scratch/ScratchInvaders%20-%20Week%201.sb3) What changed ? - 2 Scripts removed from the second sprite - 2 scripts removed from the third sprite - 1 script removed from the fourth sprite Why the change ? - Scripts were removed to remove specific functionality from a Scratch program What do they mean? - Users remove scripts to discard certain functionalities in a program Screenshots
12	b1dee63509eedf3f7716e5eea94b6693a21f23	python_assig/SimpleMath.sb3		Diff too large

	cb			
13	dba4cde586cdd436830829002e35efea3bd42579	pseudocode_exercise/Exercise9.sb3	https://github.com/b2jena/full_stack_development_stackroute/commit/dba4cde586cdd436830829002e35efea3bd42579#diff-813f625b214c8e3d01437c33a462915d42755de988490ee4a3c011a018c4dcda	What changed ? - New sprite added - A single script added in the sprite Why the change ? - Sprites are introduced in projects to create an object - Scripts are introduced in sprites to create new functionality What do they mean? - Users add scripts in revisions to introduce a new functionality - Users add sprites in revisions to introduce a new object Screenshots
14	6fda7ff5e88415c03d28da8b13a9f6b345438e6c	fiche09/enigme-09-ex2.sb3	https://github.com/exo7math/scratch3-exo7/commit/6fda7ff5e88415c03d28da8b13a9f6b345438e6c	Couldn't view file
15	e00af1db281b47994721eab14da9e4c85bc86b67	no_buddy/The Fast And The Curious-Story2.sb3	https://github.com/coderunners2019/coderunners2019.github.io/commit/e00af1db281b47994721eab14da9e4c85bc86b67	What changed ? - 5 new sprites was added - 6 scripts added in the first sprite - 6 scripts added in the second sprite - 4 script added in the third sprite - 4 Scripts added in the fourth sprite - 2 scripts added in the fifth sprite Why the change ?

				- Sprites are added to introduce a new object with its attributes and functionalities - Scripts are added to introduce new functionalities to a program What do they mean? - Users add sprites to add a new object in Scratch program - Users add scripts to introduce new functionality to a program Screenshots
16	4d90af0359362ae68d01c1e1f6408b0dd7cf46ec	test-projects/Untitled-3.sb3	https://github.com/UChicagoCANONLab/automated-assessment/commit/4d90af0359362ae68d01c1e1f6408b0dd7cf46ec#diff-355af9e00965526aefca3bce96b43932f0b1e162532e8e25f084e7aca937581b	What changed ? - A new sprite added Why the change ? - Sprites are added to represent objects in Scratch with attributes and functionalities What do they mean? - Users add sprites to introduce objects to Scratch Screenshots Version 2 (https://github.com/UChicagoCANONLab/automated-assessment/blob/f40c9c45c48d78c5ab4a4fa67c0b1c6e4209e727/test-projects/Untitled-3.sb3)

				Second version was a reupload of the file with no visible change
17	7f93d7325ed21ba904222a3abfc1379a7fb60a11	My Stories (1).sb3	https://github.com/depie99/Wifi-Password-recovery/commits	Version 1 (https://github.com/depie99/Wifi-Password-recovery/blob/7f93d7325ed21ba904222a3abfc1379a7fb60a11/My%20Stories%20(1).sb3) What changed? - 6 sprites added in program - First sprite contains two scripts - Second sprite contains a single script - Third sprite contains a single script - Fourth sprite contains a single script - Fifth sprite contains a single script - Sixth sprite contains a single script Why the change? - Sprites are added to introduce objects - Scripts are added to introduce functions What do they mean ? - Users add sprites to introduce objects - Users add scripts to introduce functions Screenshots Version 2 (https://github.com/depie99/Wifi-Password-recovery/commit/7c5c6beefb57fb1951f317cc60b01858f169b9e1) The next commit shows deletion of the file

18	b858a441dc63f4182ef9629cdfa2d780f700bb01	W1_Team Dominoes_Video Game.sb3	https://github.com/coderunners2019/coderunners2019.github.io/commit/b858a441dc63f4182ef9629cdfa2d780f700bb01#diff-364049587a734aac67faae836aa24eae4c2013670735ed5333bcb10c870a9f55	What changed ? - 18 sprites added - First sprite contains three script - Second sprite contains four script - Third sprite contains five scripts - Fourth sprite contains two script - Fifth sprite contains 13 scripts - Sixth sprite contains 7 scripts - Seventh sprite contains five scripts - Eight sprite contains five scripts - Ninth sprite contains five scripts - Tenth sprite contains five scripts - Eleventh sprite contains five scripts - Twelfth sprite contains four script - Thirteenth sprite contains three scripts - Fourteenth sprite contains five scripts - Fifteenth sprite contains four scripts - Sixteenth sprite contains five scripts - Seventh sprite contains five scripts - Eighteenth sprite contains four scripts Why the change ? - Scripts are added to introduce functions - Sprites are added to introduce objects What do they mean? - Users add sprites to add new object with attributes

				(variables) and functions (scripts) - Users add scripts to introduce new functionality Screenshots
19	5f913e82d645c3aa353235839d5dff3b7fe731a9	amir/amirreza2.sb3	https://github.com/amirrezacar/pingpong/commits/5f913e82d645c3aa353235839d5dff3b7fe731a9/amir/paykan.sb3	Version 1 (https://github.com/amirrezacar/pingpong/blob/9bdb53a58f276e063a6cd4aa4a3f79acdec8d4fa/amir/paykan.sb3) What changed ? - 8 sprites added - First sprite contains a single script - Second sprite contains a single script - Third sprite contains a single script - Fourth sprite contains a single script - Fifth sprite contains a single script - Sixth sprite contains a single script - Seventh sprite contains a single script - Eight sprite contains a single script Why the change? - Sprite are added to add an object to a Scratch program - Scripts are added to introduce a new function to a Scratch program What do they mean? - Users add scripts to introduce functions to programs - Users add sprites to introduce objects to a program Screenshots

				Version 2(https://github.com/amirrezacar/pingpong/blob/5d93023b09d37e82c2aa4eac6eb1503c3ebc45d4/amir/paykan.sb3) What changed ? - repeat <value> node removed from script in second sprite - Nodes added and rearranged in script of second sprite Why the change ? - Nodes are introduced to add an action from a script in Scratch program - Nodes are replaced to remove an action from scripts in Scratch program What do they mean? - Users add nodes to introduce specific action in the script of a Scratch visual code - Users remove does to disable actions in Scratch visual codes Screenshots Version 3 (https://github.com/amirrezacar/pingpong/blob/2ffa24004cc6b9b39aa5f0e4971b24bc29976d72/amir/paykan2.sb3) What changed ? - Nodes replaced in the script of the Second sprite Why the change ? - Nodes are replaced to introduce or refactor the script of Sprites What do they mean?

				- Users replace nodes in scripts to refactor or remove actions in Scripts Screenshots Version 4 (https://github.com/amirrezacar/pingpong/blob/5f913e82d645c3aa353235839d5dff3b7fe731a9/amir/paykan.sb3) What changed? - Sprite assets change of the third to eight sprite - Nodes replaced in the script of the second sprite - Node values change in the go to x <value> y <value> node script in the third to eight sprite - 3 new sprites added - The ninth sprite contains a single script - The tenth sprite contains a single script - The eleventh sprite contains a single script Why the change? - Nodes are added in scripts to introduce an action - Nodes are replaced in scripts as a refactoring process - Sprites are added to introduce a new object in Sprite programs - Scripts are introduced in sprites to add a new functionality to a program What do they mean? - Users add sprites to introduce a new object in Scratch program - Users add nodes to introduce a new action in Scratch files

				- Users replace nodes as a refactoring process Screenshots
20	342fa4fd53974535a11ebb9f11ac291be0604d2f	es-ES/solutions/rock-band-finished.sb3	https://github.com/raspberrypilearning/rock-band/commit/342fa4fd53974535a11ebb9f11ac291be0604d2f#diff-f52a0b9f786d7bd29ce4dc59f9ed19b70666f541d9217a1cd60d3a932838b01b	What changed ? - Added three new sprites - Two scripts added in the first sprite - A single script in the second sprite - A single script in the third sprite Why the change ? - Sprites are added to introduce new objects to a program - Scripts are added to introduce new functions to a project What do they mean? - Users add sprites to introduce objects to a Scratch program - Users add scripts to introduce a new functionality to a sprite Screenshots
21	f69dcfcc64b216a6ea2d42c2e93441a1b3b2a1a6	act1-grading-scripts/oddDirection.sb3		Version 1 (https://github.com/UChicagoCANONLab/automated-assessment/commit/056381350d08769d3d3b75103048d533d8cb4247#diff-572cab67e8c88720ee7806e53a54da9b8ca188d671faf03ef481ebaeef3ac710) What changed ? - 4 sprites added

				- Sprite1 contains three scripts including a custom script and five disjoint nodes - Sprite2 contains a single script - Sprite 3 contains two script - Sprite4 contains 2 scripts Why the change ? - sprites are added to introduce a new object to a program - Scripts are added to introduce a new function to a program - disjoint nodes are introduced to show active development process What do they mean? - Users add scripts to introduce a new functionality in a sprite - Users utilize custom functions to create reusable functions - Users add disjoint nodes to show active development - Users add sprites to introduce a new object to a program Screenshots Version 2 (https://github.com/UChicagoCANONLab/automated-assessment/blob/f69dcfcc64b216a6ea2d42c2e93441a1b3b2a1a6/act1-grading-scripts/oddDirection.sb3) What changed ? - Node values change in script 1 from point in direction 90 to point in direction 45 Why the change? - Node value change demonstrate odd movement

				What do they mean? - Users change values in nodes to introduce an odd movement Screenshots Version 3 (https://github.com/UChicagoCANONLab/automated-assessment/blob/056381350d08769d3d3b75103048d533d8cb4247/act1-grading-scripts/ladybugComplete.sb3) What changed ? - Nodes added in the first script of the first sprite - Three disjoint nodes removed - Two new disjoint nodes added Why the change? - Nodes are added to introduce new actions to a script - Disjoint nodes are removed as a cleanup/ refactoring process - Disjoint nodes are added because there's an ongoing active development What do they mean? - Users add nodes to introduce a new functionality to a program - Users add disjoint nodes to show active development process - Users remove disjoint nodes as a cleanup process Screenshots

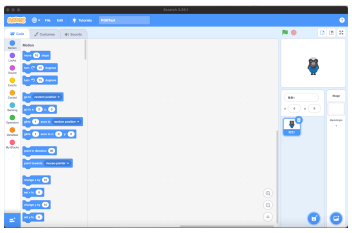
22	31caea318d6231a29abf08dbdd9b693e7c7550ad	KatSplat.sb3	https://github.com/BrianL1/KatSplat/commit/31caea318d6231a29abf08dbdd9b693e7c7550ad#diff-10d0c5829cf35c0943cc10924a59449df14e763efe83ff49ae6fe004ab15f95b	Couldn't view file
23	d2a1fbd897882a9d8310b7fd2a106042b84de42e	computer_sciences/programming_languages/scratch/season01/lesson04/lesson04_ex04_keyhole_imaging.sb3		Version (https://github.com/batermj/kids_coding_campaign/blob/d2a1fbd897882a9d8310b7fd2a106042b84de42e/training/season01/lesson04/lesson04_ex03_Transformers.sb3) What changed ? - A sprite added - A script added Why the change ? - Sprites are utilized to store objects - Scripts are utilized to create functionalities What do they mean? - Users add sprites to represent objects - Users add scripts to represent functions Screenshots Version 2 (https://github.com/batermj/kids_coding_campaign/commit/cb4ebc6e1c54

				4c55ce36e800eb8ceba6191452ff#diff-7286ecde6106e8ab9b426cfc5c9497f0225db6426734d6ba76002bceacbc82af) Filerenames without changes Version 3 (https://github.com/batermj/kids_coding_campaign/commit/692fc85617e6fb4243a140a1a65bc4dcc329eb30#diff-cfba0400ef982f61d9b35bcdeb7c31f83ca5ba8eead212d2e3f8d53e56f95954) Filerenames without changes Version 4 (https://github.com/batermj/kids_coding_campaign/blob/2de17f4338fe5a0589bf8d0b06d880c05479c8fe/training/season01/lesson04/lesson04_ex02_a_chameleon.sb3) What changed ? - No visible change, seems file was reuploaded Why the change? - Could be refactoring What do they mean? - Users refactor scratch code base by reuploading files Screenshots' Version 5 (https://github.com/batermj/kids_coding_campaign/blob/795d5c2d74389eb87ab5e921f92ad72f56dff429/training/season01/lesson04/lesson04_ex04_keyhole_imaging.sb3)

				What changed ? - No visible change Screenshots Version 6(https://github.com/batermj/kids_coding_campaign/commit/bf5ee2bec7c2c356da7c0dc92beb387c1842c3af#diff-1c3799cefd334e02df49448e093a29fc1e6b80063f6b0f75929ed0d0d23b72f9) What changed ? File renames without changes Version 7 (https://github.com/batermj/kids_coding_campaign/commit/1891259804b6b0f62a2c5b78ea5b97781cf976e9#diff-42bba78bde81bf20f9dc5450eeaf60aac222c495377542fe229b5c6daa12ef1d) What changed? File rename without changes Version 8 (https://github.com/batermj/kids_coding_campaign/commit/89b3f46c4029325da168084a47f98faaa6564e4e#diff-7286ecde6106e8ab9b426cfc5c9497f0225db6426734d6ba76002bceacbc82af) What changed? File renames without changes Version 9

				(https://github.com/batermj/kids_coding_campaign/commit/1d3816f08603ace67972f910b92880d8e85a608c#diff-79de2665cfb128948a84b9284dbd732125d41b85900187cb3a09d3daa5a364f7) What changed? File renames without changes Version 10 (https://github.com/batermj/kids_coding_campaign/commit/4bd16487bd9aa6e5045acf764c1f7c919988f6ea#diff-7286ecde6106e8ab9b426cfc5c9497f0225db6426734d6ba76002bceacbc82af) What changed ? File renames without changes Version 11 (https://github.com/batermj/kids_coding_campaign/commit/0eb433f67e304fc99c49101ff2a995760088d14c#diff-8394817c54d2fcd6702df81e775531f7ce388e9977116579ce97ee663acfd7ca) What changed ? File renames without changes Version 12 (https://github.com/batermj/kids_coding_campaign/commit/e80ee0487731d88ef8008e902983b5ac611fe43a#diff-1c3799cefd334e02df49448e093a29fc1e6b80063f6b0f75929ed0d0d23b72f9) What changed ?

				File renames without changes
24	88644df99d5f5807fcedd11f1f0196059b44c118	code/Loopz.sb3	https://github.com/372groupproject/milestones-team13-cnguyen32-zwiegand/commit/88644df99d5f5807fcedd11f1f0196059b44c118#diff-3f303c4203e4466b7c57d4e2ca8d6970bd67525c8a5d7900d8292981f1435f12	What changed? - A sprite added - A script added Why the change ? - Sprites are added to introduce a new object to a Scratch program - Scripts are added to introduce a new function to a sprite What do they mean? - Users add sprites to introduce a new object with attributes and functionalities - Users add scripts to introduce a new functionality in Scratch program Screenshots Version 2 (https://github.com/372groupproject/milestones-team13-cnguyen32-zwiegand/blob/fadc0aa419ed04f071289e13284144d3339c9f9c/code/Text%20to%20Speech.sb3) What changed ? - Program intent was changed - Some nodes were replaced, new nodes added and some deleted Why the change ? - Users add nodes to introduce new action - Program intent changed from saying out number count from 0 - 9 to saying out whatever text the user types - Nodes replaced, added or

				deleted were done to change the program intent What do they mean? - Users add nodes to introduce a new action to a program - Users replace,add or delete a node to change the program intent Screenshots
25	ac3cf29cdd2f5573a95f4817cf11cb16f30d9f2f	Scratch/Hummer-Bot4.0_MagicBlock/Demo/Hardware test program/RGBTest.sb3	https://github.com/emakefun/hummer-bot/commits/ac3cf29cdd2f5573a95f4817cf11cb16f30d9f2f/Scratch/Hummer-Bot4.0_MagicBlock/Demo/Hardware%20test%20program/RGBTest.sb3	Version 1 (https://github.com/emakefun/hummer-bot/blob/908f0252c2d7c6392b906a92d5e1b523575320e2/Scratch/Hummer-Bot4.0_MagicBlock/Demo/Hardware%20test%20program/RGBTest.sb3) What changed ? - A new sprites added Why the change - Sprites are added to introduce a new object with attributes and functions What do they mean ? - Users add sprites to introduce a new object Screenshots 

				Version 2 (https://github.com/emakefun/hummer-bot/blob/ac3cf29cdd2f5573a95f4817cf11cb16f30d9f2f/Scratch/Hummer-Bot4.0_MagicBlock/Demo/Hardware%20test%20program/RGBTest.sb3) What changed ? - No specific visible change What do they mean? - The revisions files suggest that perhaps users do not add scripts when writing test programs Screenshots
26	f40c9c45c48d78c5ab4a4fa67c0b1c6e4209e727	test-projects/Unicorn Maker.sb3	https://github.com/UChicagoCANONLab/automated-assessment/commits/f40c9c45c48d78c5ab4a4fa67c0b1c6e4209e727/test-projects/Unicorn%20Maker.sb3	Version 1 (https://github.com/UChicagoCANONLab/automated-assessment/blob/006e85d05398858e85d1e019b04a76a9760aa3ed/test-projects/Unicorn%20Maker.sb3) What changed ? - 12 new sprites added - Backdrops added with two scripts - Sprite1 has a single script - Sprite2 has a single script - Sprite3 has a single script - Sprite4 has a single script - Sprite5 has a single script - Sprite6 has a single script - Sprite7 has three scripts - Sprite8 has three scripts - Sprite9 has three scripts - Sprite10 has three scripts - Sprite11 has three scripts - Sprite12 has a single script Why the change? - Sprites are added to introduce a new object in a

				Scratch program - Scripts are added to introduce a new functionality in sprites - Scripts are added to backdrops to control response on backdrop click What do they mean? - Users add sprites to introduce a new object in Scratch program - Users add scripts to introduce a new functionality in sprites - Users add scripts to backdrops to localize control and reaction on backdrops Screenshots Version 2 (https://github.com/UChicagoCANONLab/automated-assessment/blob/25dadeca21717a86e4e3b357984f2b3eb90cebd1/test-projects/Unicorn%20Maker.sb3) What changed ? - Sprite assets were switched to a different costume for sprites 7 to 11 Why the change? - Sprite assets costume are changed or switched as a UI improvement What do they mean? - Users change sprite assets to improve the UI of the app Screenshots Version 3 (https://github.com/UChicagoCANONLab/automated-assessment/blob/f40c9c45c48d78c5ab4a4fa67c0b1c6e

				4209e727/test-projects/Unicorn%20Maker.sb3) What changed ? - Sprite assets change on sprite 7 -10 to a different costume Why the change? - Sprite assets change could be to improve UI/UX or as a refactoring process What do they mean - Users change sprite assets as a UI/UX change or refactoring process Screenshots
27	89b3f46c4029325da168084a47f98faaa6564e4e	computer_sciences/programming_languages/scratch/season01/lesson02/batima_scratch_ex004_2020feb13.sb3	https://github.com/batermj/kids_coding_campaign/commits/e27319990502b732492be9dafbf646f9761e2483/training/season01/lesson03/(SDS)%20New%20year...%20new%20plans...%20(2016%20edition).sb3?browsing_rename_history=true&new_path=training/scratch/temp/lesson02/batima_scratch_ex002_2020feb12.sb3&ori	Version 1 (https://github.com/batermj/kids_coding_campaign/blob/d81ff14be4366e66b26fe98e44ff6bbbf5a3c5da/training/season01/lesson03/(SDS)%20New%20year...%20new%20plans...%20(2016%20edition).sb3) What changed ? - 2 new sprites added - 2 Scripts added in Sprite1 - 2 scripts added in sprite2 Why the change ? - Sprites are added to introduce a new object with attributes and its functionalities - Scripts are added to introduce new functionalities to sprites What do they mean? - Users add sprites to

			ginal_branch=89b3f46c4029325da168084a47f98faaa6564e4e	introduce a new object in Scratch program - Users add scripts to introduce a new functionality in Sprites Screenshots Version 2 (https://github.com/batermj/kids_coding_campaign/blob/e27319990502b732492be9dafbf646f9761e2483/training/season01/lesson02/batima_scratch_ex002_2020feb12.sb3) What changed ? - File renamed to training/scratch/temp/lesson02/batima_scratch_ex002_2020feb12.sb3 - The first and second sprite assets from previous history was changed - Scripts deleted from sprite1 and sprite2 of previous version - 5 New sprites added - Program intent changed - Sprite1 contains a single script - Sprite2 contains no script - Sprite3 contains no script - Sprite4 contains no script - Sprite5 contains no script - Sprite6 contains no script - Sprite7 contains no script Why the change? - Addition of sprite could suggest introducing a new object with attributes and functionalities - Removal of scripts could suggest a change of program intent or removing functionality from a program - Addition of scripts could suggest introducing a new functionality to a program - Change of sprite assets

				could suggest a UI/UX improvement in the program - File rename could be to change to a different scratch program What do they mean ? - Users change sprite assets as an ongoing revamp, UI/UX improvement or refactoring process - Users remove scripts to change program intents or point the program to a new direction - Users add new sprites to introduce a new object to a program - Users add scripts to introduce a new functionality to a program - Users rename files to change the program intent Screenshots Version 3 (https://github.com/batermj/kids_coding_campaign/commit/89b3f46c4029325da168084a47f98faaa6564e4e#diff-2d1b514575532b259a5abde0b0ea52be7e8bc739da3188e6dff8e24a13a2523f) What changed ? - File renames without changes Version 4 (https://github.com/batermj/kids_coding_campaign/commit/bf5ee2bec7c2c356da7c0dc92beb387c1842c3af#diff-cbaf14df92b806fdd95ac474e21df4d5f76033f1ff3293b77aa491a779449f3f) What changed?

				- File renames without changes Version 5 (https://github.com/batermj/kids_coding_campaign/commit/4bd16487bd9aa6e5045acf764c1f7c919988f6ea#diff-2d1b514575532b259a5abde0b0ea52be7e8bc739da3188e6dff8e24a13a2523f) What changed? - File renames without changes Version 6 (https://github.com/batermj/kids_coding_campaign/commit/e80ee0487731d88ef8008e902983b5ac611fe43a#diff-cbaf14df92b806fdd95ac474e21df4d5f76033f1ff3293b77aa491a779449f3f) What changed ? - File renames without changes Version 7 (https://github.com/batermj/kids_coding_campaign/commit/89b3f46c4029325da168084a47f98faaa6564e4e#diff-2d1b514575532b259a5abde0b0ea52be7e8bc739da3188e6dff8e24a13a2523f) What changed ? - File renames without changes

28	890b4620f925ea6e23073b1ce0ba37094c1e210f	src/templates/Simulation/Template_Simulationsmodus.sb3	https://github.com/apfeuti/openeducationday2020/commits/890b4620f925ea6e23073b1ce0ba37094c1e210f/src/L%C3%B6sungen(Lego-Boost)/L%C3%B6sung_A3.sb3	Version 1 (https://github.com/apfeuti/openeducationday2020/blob/890b4620f925ea6e23073b1ce0ba37094c1e210f/src/L%C3%B6sungen(Lego-Boost)/L%C3%B6sung_A3.sb3) What changed ? - A sprite added - Custom blocks created in the left pane palette area - Leggo boost extension included Why the change? - Addition of sprite introduces a new object with attributes and functionalities - Addition of custom functions could be used to define special functionalities for reuse - Inclusion of leggo extension could suggest utilizing external API What do they mean ? - Users add sprites to introduce new objects in a program - Users add custom blocks in the left pane palettes area to define special functions that would be reused - Users use external extension such as Leggo boost as a way of consuming external API Screenshots Version 2 (https://github.com/apfeuti/openeducationday2020/blob/f6574bfa4bd27bb994958c57db3d593530cf5240/src/templates/Simulation/Template_Simulationsmodus.sb3)

				What changed ? - 7 scripts introduced in sprite - Two extensions added namely Pen and Text to speech - One extension named Leggo Boost removed Why the change ? - Scripts are added to introduce new functions in program - External extensions were added to use a custom feature built by the different creator - An external extension was removed to demonstrate decommissioning an external API What do they mean? - Users add scripts to introduce new functionality in a program - Users add external extension to introduce the use of an external api in a program - Users remove external extension to demonstrate decommissioning an API Screenshots

29	6d22d7b99c56f5f349ee5ae26d26d672ec6e9969	test/multiscript.sb3	https://github.com/devsnek/scratchc/commit/6d22d7b99c56f5f349ee5ae26d26d672ec6e9969#diff-a6c292db6f5b862d7bb1f8c4d39b89b5b127fd7a1c36ade541c887e9f5ccb9b0	Couldn’t view file

30	cb4ebc6e1c544c55ce36e800eb8ceba6191452ff	computer_sciences/programming_languages/scratch/season01/lesson03/lesson03_ex03_a_bouncing_ball.sb3	https://github.com/batermj/kids_coding_campaign/commits/1d3816f08603ace67972f910b92880d8e85a608c/training/season01/lesson03/lesson03_ex03_a_bouncing_ball.sb3?browsing_rename_history=true&new_path=training/scratch/temp/lesson03/lesson03_ex03_a_bouncing_ball.sb3&original_branch=cb4ebc6e1c544c55ce36e800eb8ceba6191452ff	Version 1 (https://github.com/batermj/kids_coding_campaign/blob/8224e665be3ba6e430ea95a2617b2e7c2efef53c/training/season01/lesson03/lesson03_ex03_a_bouncing_ball.sb3) What changed ? - A sprite added - A script added Why the change? - Scripts introduce new functionalities - Sprites introduce new objects What do they mean? - Users add scripts to introduce new functionality to a sprite - Users add new sprites to introduce a new object with attributes and functionality Screenshots Version 2 (https://github.com/batermj/kids_coding_campaign/commit/1d3816f08603ace67972f910b92880d8e85a608c#diff-efab2a5a27b1ff55fe6f2f633c7ce5377719a5308affaeaede250e0756a722cd) What changed ? - File renames without changes Screenshots Version3 (https://github.com/batermj/kids_coding_campaign/commit/cb4ebc6e1c544c55ce36e800eb8ceba6191452ff#diff-c0c4ba1155c2d7781584689c3f73a1d4bb316f66364a544f94ead40a03cbb70d)

				What changed ? File renames without changes