Event-Driven Programing

Programming languages like Scratch are based on the idea of "Event-Driven Programming", where we can code actions that should be performed when certain events occur. Let's look at the basic ideas involved in event-driven programming.

Sprite

A single image within a larger scene, often representing a character or object.

Behaviour

An action that a sprite can perform.

Property

A characteristic of a sprite. Properties may determine the appearance or behaviours of a sprite.



Animate / Change costume

Event

An input that signals some action has been performed, often by a user.

when | clicked

when this sprite clicked

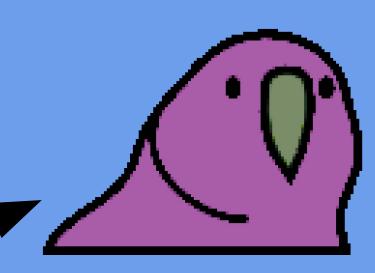
when space very key pressed

Name	Party Kakapo
Colour	dark green
X-Position	167
Y-Position	-45

Flag Click Handler

Sprite Click Handler

Space Press Handler



Change colour

Event Handler

Code that specifies what behaviours and other actions (such as changing property) should be performed whenever a certain event occurs.



Move to a new position