Scratch Goes Shopping

Register/login at https://scratch.mit.edu

*Create a shopping trolley with a **List**.*

1) Keep Scratch the cat and look for a backdrop that will make a good shop.
2) In **Variables**, **Make a List** for the shopping trolley, called **trolley**.
3) Find some items to sell in your shop.
4) Resize each item and put them somewhere on the shelves your shop.
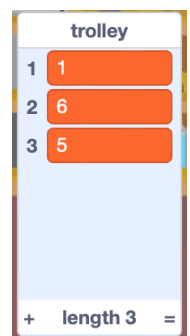
When you click on an item the price is added to the shopping trolley.
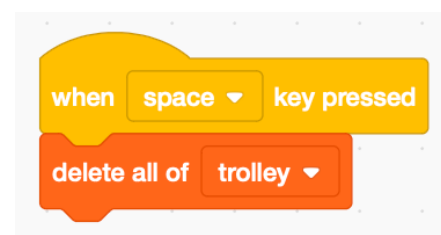
5) Add this code to each item, to **add its price to the trolley** (change '1' to a different price for each item).
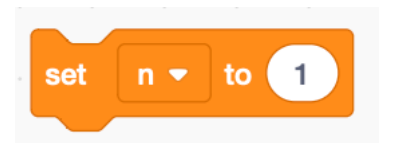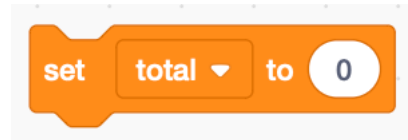
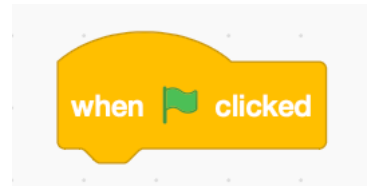*Click on items to add them to the trolley.*
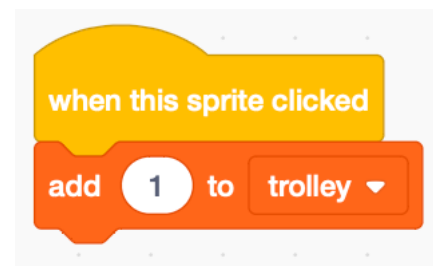
6) Add code to Scratch to **delete all of the trolley** when the space key is pressed.

Try adding and deleting items.

Now add up the prices in the trolley.

7) Add the adding up code to Scratch the cat, which runs **when the green flag is clicked**.

8) **Make a Variable** to keep the **total**, and clear it by adding **set total to 0**.

9) **Make a Variable** called **n** to remember where you are in the list and **set n to 1**, the 1st item to be added.

10) Add a loop that **repeats** for each item in the trolley. The **length of trolley** is the number of times it loops around.

*Add the following blocks **inside** the loop:*
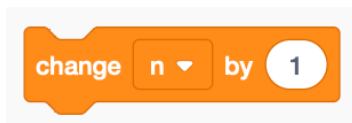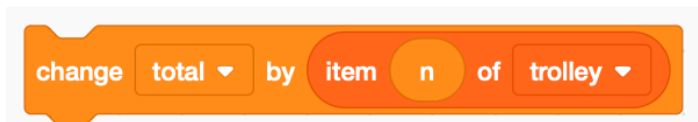
11) Add the **nth item in the trolley** to the total

12) **Change n by 1,** for the next item.

Add items to the trolley and add them up by clicking on the green flag.

Save *your code with a good name.* **File > Save now**