

SCRATCH 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.



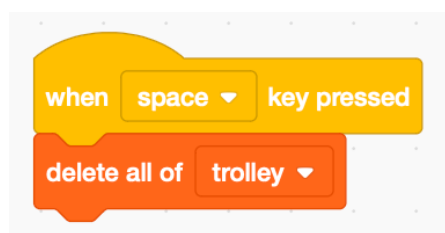
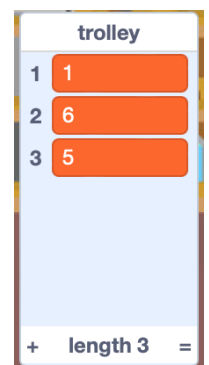
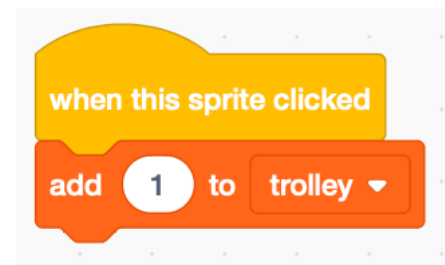
When you click on an item the price is added to the shopping trolley.

- 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.

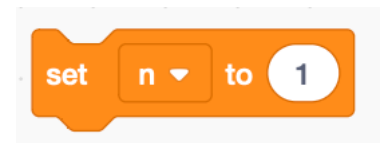
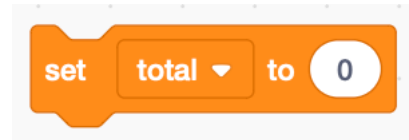
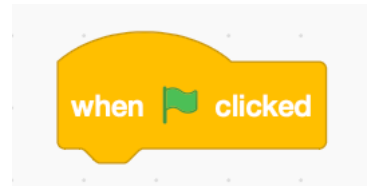
- 6) Add code to Scratch to **delete all of the trolley** when the space key is pressed.

Try adding and deleting items.

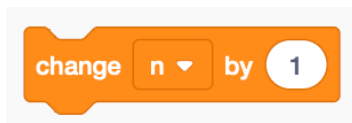
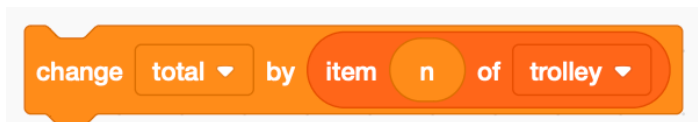


Now add up the prices in the trolley.

- 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**