



A Scratch script starting with a yellow 'for each' loop block labeled 'line' in file 'emperors.txt'. Inside the loop, there are five blue 'set variable' blocks. The first block sets 'line' to 'line split by character ,'. The second block sets 'name' to 'the first thing in line'. The third block sets 'birth year' to 'numerical value of the second element in line'. The fourth block sets 'death year' to 'numerical value of the third element in line'. The fifth block sets 'start of regin' to 'numerical value of the fourth element in line'. The sixth block sets 'end of regin' to 'numerical value of the fifth element in line'. The script ends with a small white arrow icon.

```
for each line in file emperors.txt
  set variable line as line split by character ,
  set variable name as the first thing in line
  set variable birth year as numerical value of the second element in line
  set variable death year as numerical value of the third element in line
  set variable start of regin as numerical value of the fourth element in line
  set variable end of regin as numerical value of the fifth element in line
```