

```
set variable node interested as C
set variable degree as 0
for each line in file edgelist.txt
  set variable node1 as value of the first item separated by - in line
  set variable node2 as value of the second item separated by - in line
  if node1 == node interested
    set variable degree as degree + 1
  if node2 == node interested
    set variable degree as degree + 1
print The degree of node node interested is degree
```

The image shows a sequence of Scratch code blocks. It starts with two 'set variable' blocks: 'node interested' set to 'C' and 'degree' set to '0'. This is followed by a 'for each' loop over 'line' in 'edgelist.txt'. Inside the loop, there are two 'set variable' blocks: 'node1' as the first item separated by '-' in 'line', and 'node2' as the second item separated by '-' in 'line'. Then, there are two 'if' blocks. The first 'if' block checks if 'node1 == node interested'; if true, it increments 'degree' by 1. The second 'if' block checks if 'node2 == node interested'; if true, it increments 'degree' by 1. Finally, a 'print' block outputs 'The degree of node node interested is degree'.