



```
Fix format of text
set variable text as text replacing D with .
set variable number as numerical value of text
return number
```

The image shows a sequence of four Scratch code blocks. The first block is an orange 'when green flag clicked' block with the text 'Fix format of' followed by a 'text' variable input. The next three blocks are blue 'when green flag clicked' blocks: 'set variable text as text replacing D with .', 'set variable number as numerical value of text', and 'return number'.