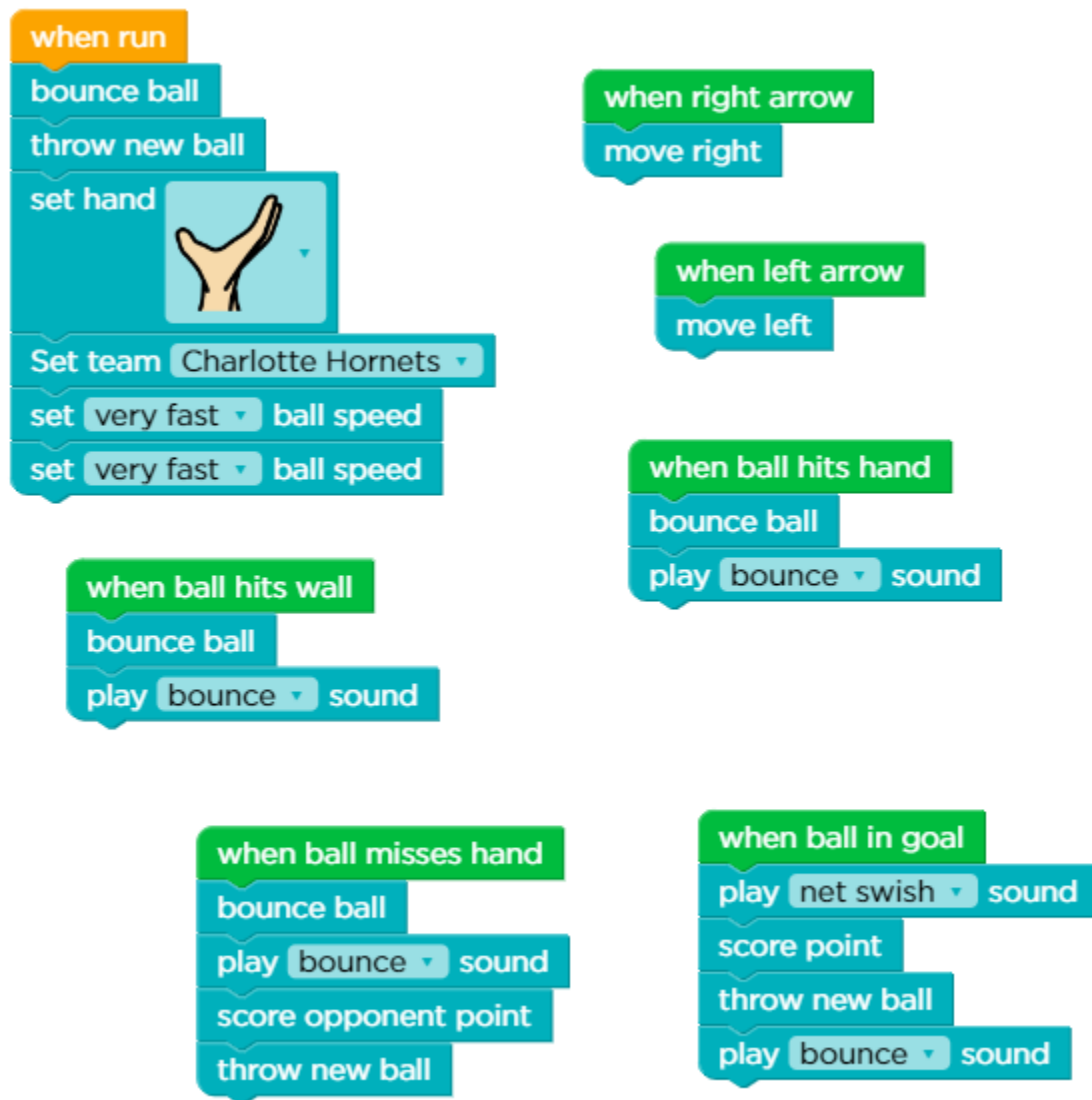
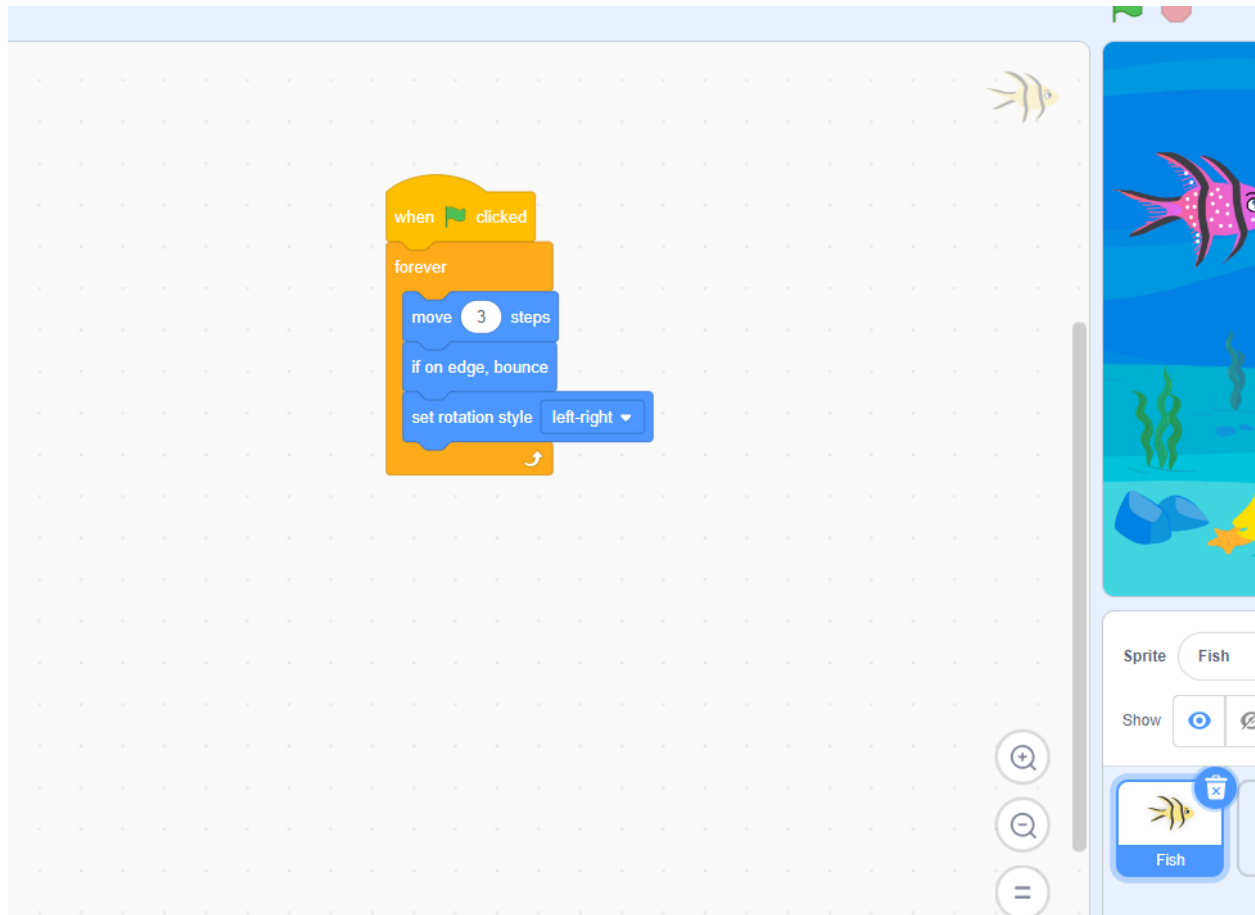


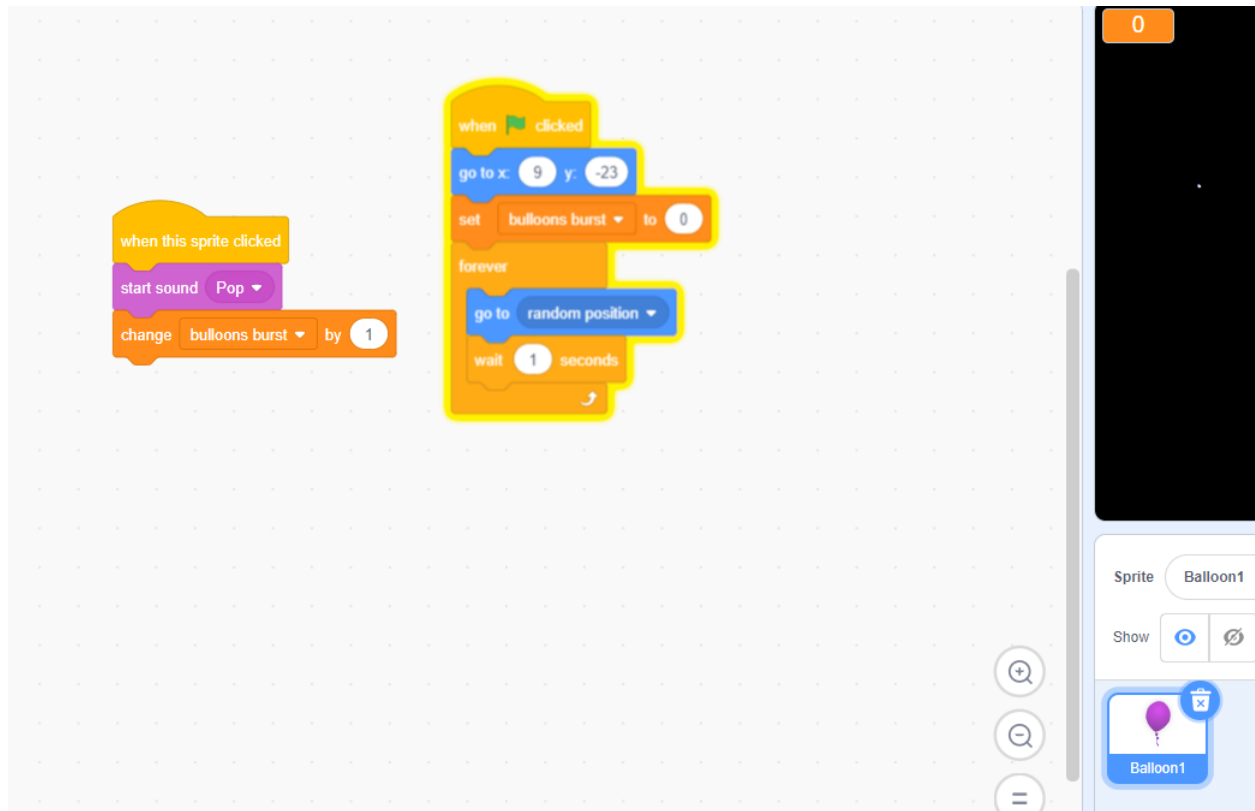
Basketball



Fish



Balloon



Snowman

when clicked

turn video on

set rotation style left-right

forever

if video motion on sprite > 20 then

point in direction video direction on sprite

move 10 steps

next costume

if on edge, bounce

when clicked

forever

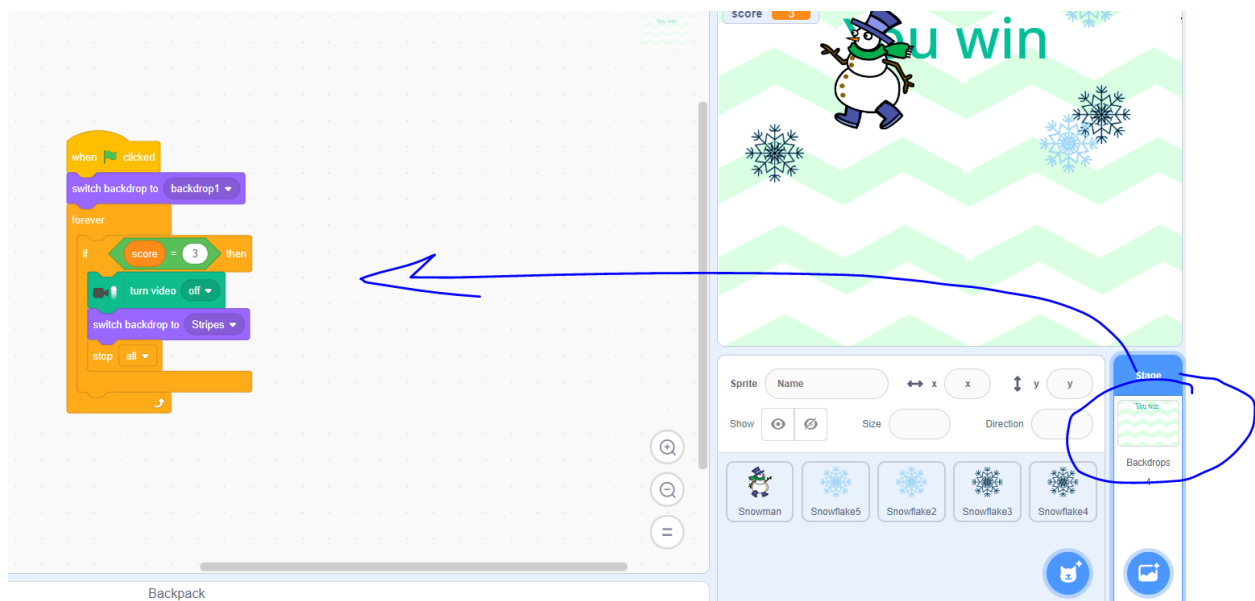
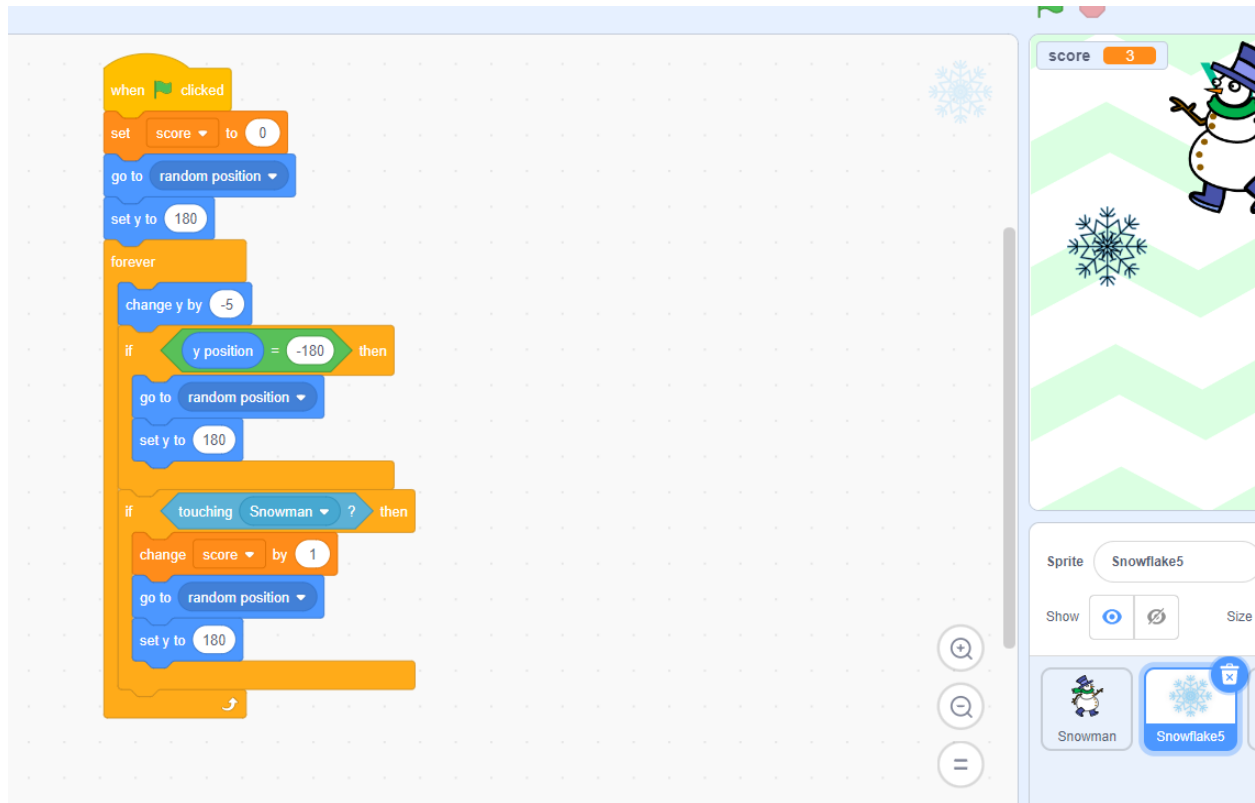
set x to mouse x

score 3

Sprite Snowman

Show

Snowman



ALanguage Translate

Scratch script for a Spanish translation character:

- when green flag clicked
say Hola!!! click me to translate words into spanish
- when this sprite clicked
broadcast spanish
ask What is the word I shall translate? and wait
say translate answer to Spanish
set language to Spanish (Latin American)
speak translate answer to Spanish
- when I receive french
say Spain
- when I receive german
say Spain

Sprite: spanish

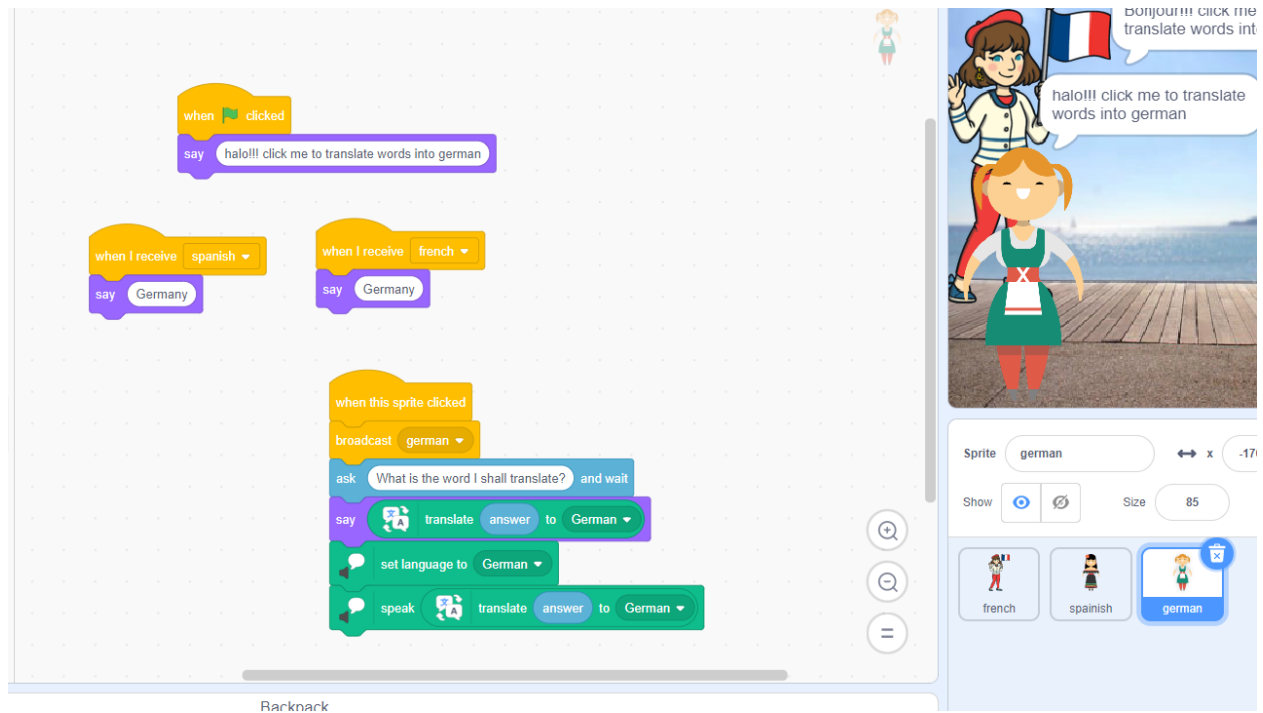
Sprite selection panel shows 'french' and 'spanish' options.

Scratch script for a French translation character:

- when green flag clicked
say Bonjour!!! click me to translate words into French
- when I receive spanish
say France
- when I receive german
say France
- when this sprite clicked
broadcast french
ask What is the word I shall translate? and wait
say translate answer to French
set language to French
speak translate answer to French

Sprite: french

Sprite selection panel shows 'french' and 'spanish' options.



Chat App

Blocks

Screen1



initialize cloud variable Message1

initialize cloud variable Message2

initialize cloud variable Message3

initialize cloud variable Message4

initialize cloud variable Message5

when Button1 Click

do

- set cloud variable Message5 to Message4's Text
- set cloud variable Message4 to Message3's Text
- set cloud variable Message3 to Message2's Text
- set cloud variable Message2 to Message1's Text
- set cloud variable Message1 to Text_Input1's Text
- set Text_Input1's Text to ""

when cloud variable Message1 initializes or changes

set Message1's Text to cloud variable Message1

when cloud variable Message2 initializes or changes

set Message2's Text to cloud variable Message2

when cloud variable Message3 initializes or changes

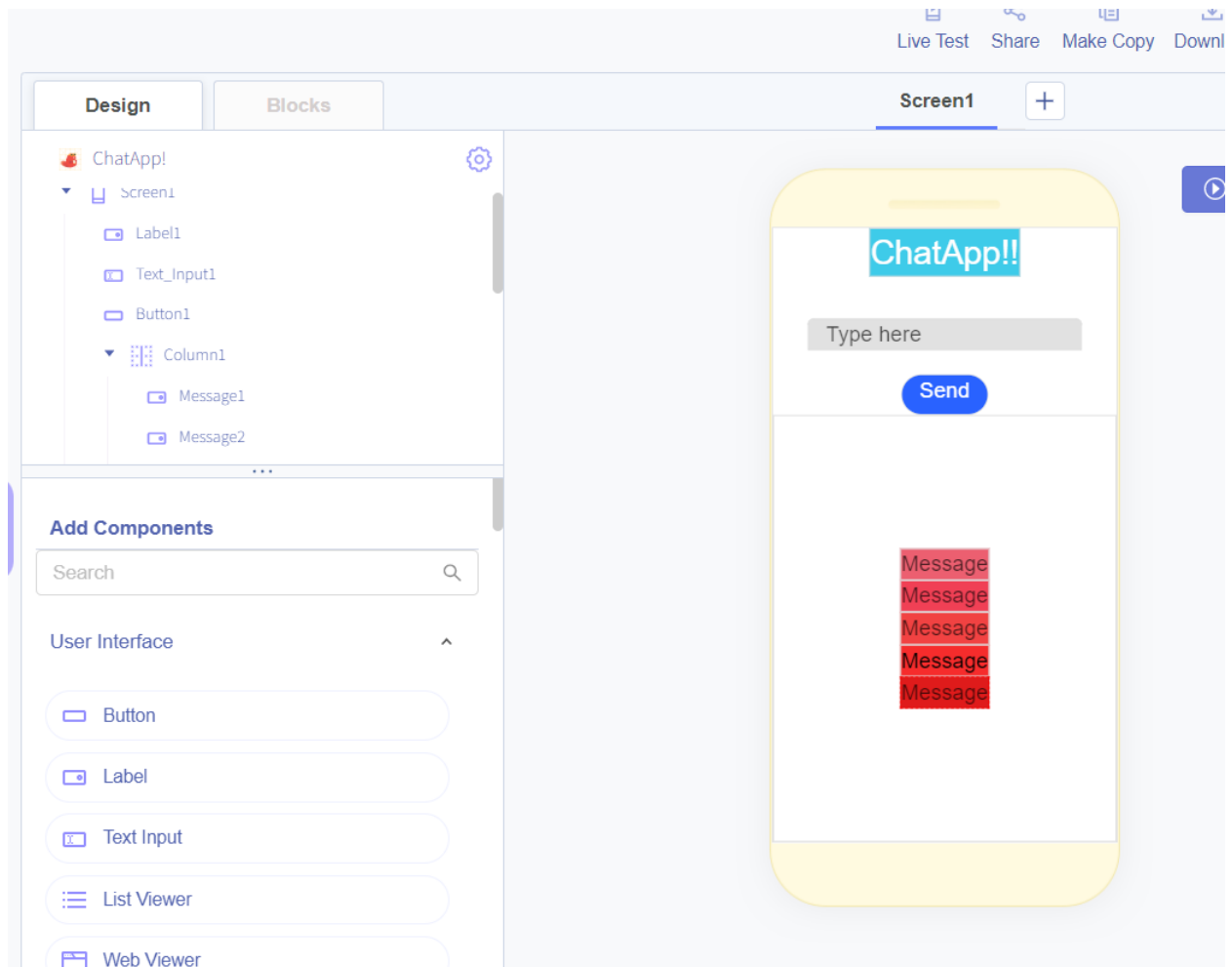
set Message3's Text to cloud variable Message3

when cloud variable Message4 initializes or changes

set Message4's Text to cloud variable Message4

when cloud variable Message5 initializes or changes

ent



Audio

Hide files

↗

0 tips

3

Run 1.7K

Files

main.py

Song.mp3

Packager files

poetry.lock

pyproject.toml

```
1 from replit import audio as a
2 import time
3 player=a.play_file("Song.mp3",0.5)
4 #0.5 specifies the volume
5 time.sleep(1)
6
7 while True:
8     choice = input("Enter command: ")
9     if choice == "k": #Enter 'k' to increase the number of
        repetitions of the same song
10         player.set_loop(player.loops_remaining + 1)
11     elif choice == "j":#Enter 'j' to decrease the number of
        repetitions of the same song
12         player.set_loop(player.loops_remaining - 1)
13     elif choice == "P": #Enter 'P' to play or pause the song
14         player.paused = not player.paused
15
16
```

Roll a Dice

```
#to loop the rolling through user input
roll_again = "yes"

#loop
while roll_again == "yes" or roll_again == "y":
    print("Rolling The Dices...")
    print("The Values are :")


    #generating and printing 1st random integer from 1 to 6
    dice1=random.randint(1,6)
    print(dice1)

    #generating and printing 2nd random integer from 1 to 6
    dice2=random.randint(1,6)
    print(dice2)
    print("Total:- ",dice1+dice2)

    #asking user to roll the dice again. Any input other than yes or y will terminate the loop
    roll_again = input("Roll the Dices Again?").lower()

Rolling The Dices...
```

Guess Game



```
1
2 import random
3 n = random.randint(1, 99)
4 guess = int(input("Enter an integer from 1 to 99: "))
5 while n != "guess":
6
7     if guess < n:
8         print("guess is low")
9         guess = int(input("Enter an integer from 1 to 99: "))
10    elif guess > n:
11        print ("guess is high")
12        guess = int(input("Enter an integer from 1 to 99: "))
13    else:
14        print ("you guessed it!")
15        break
16
17
```

input