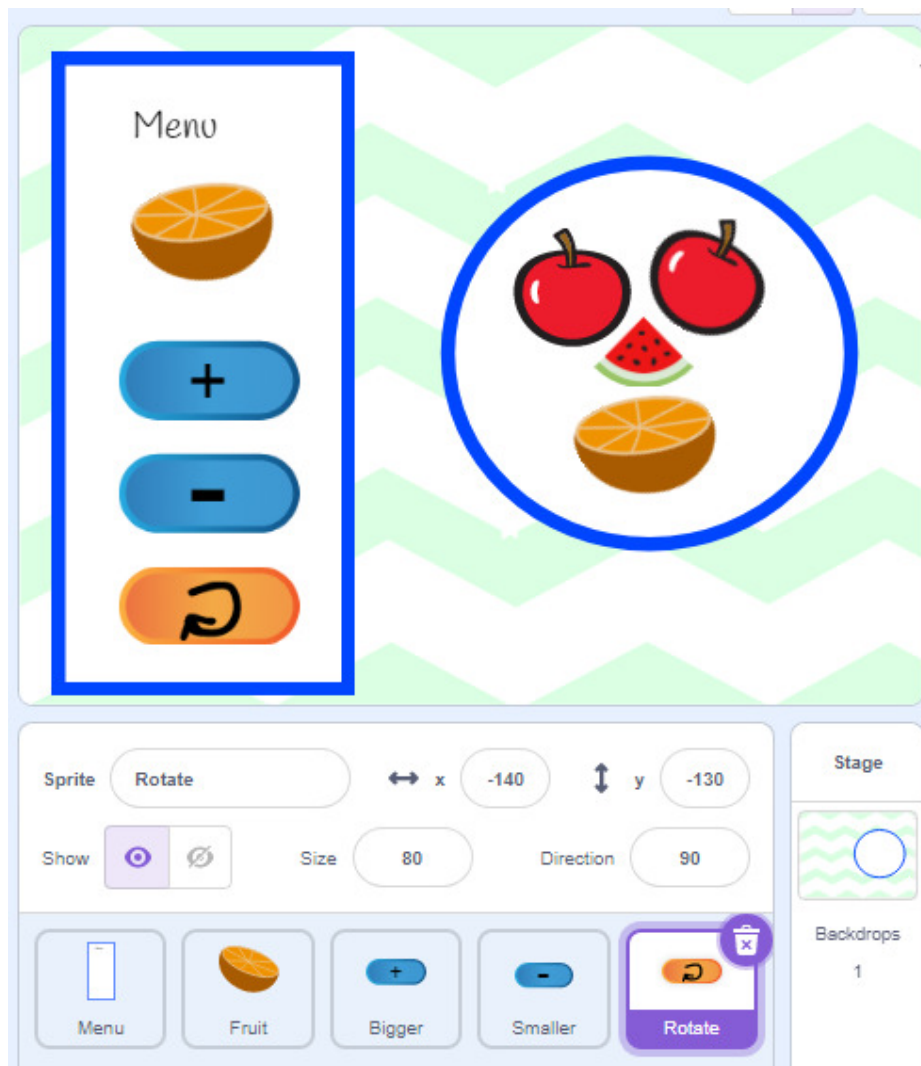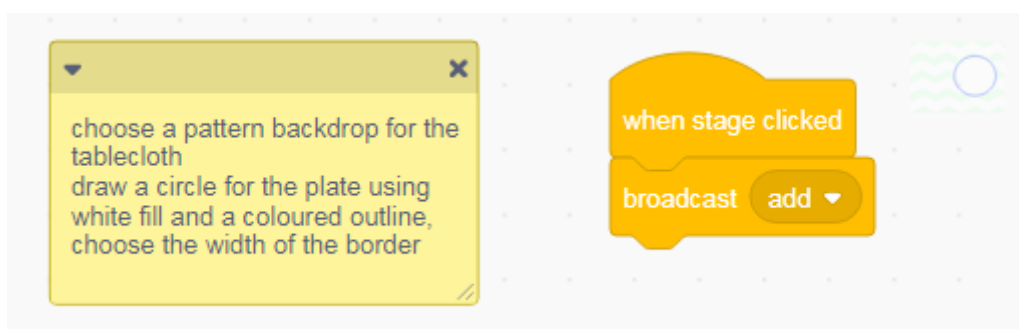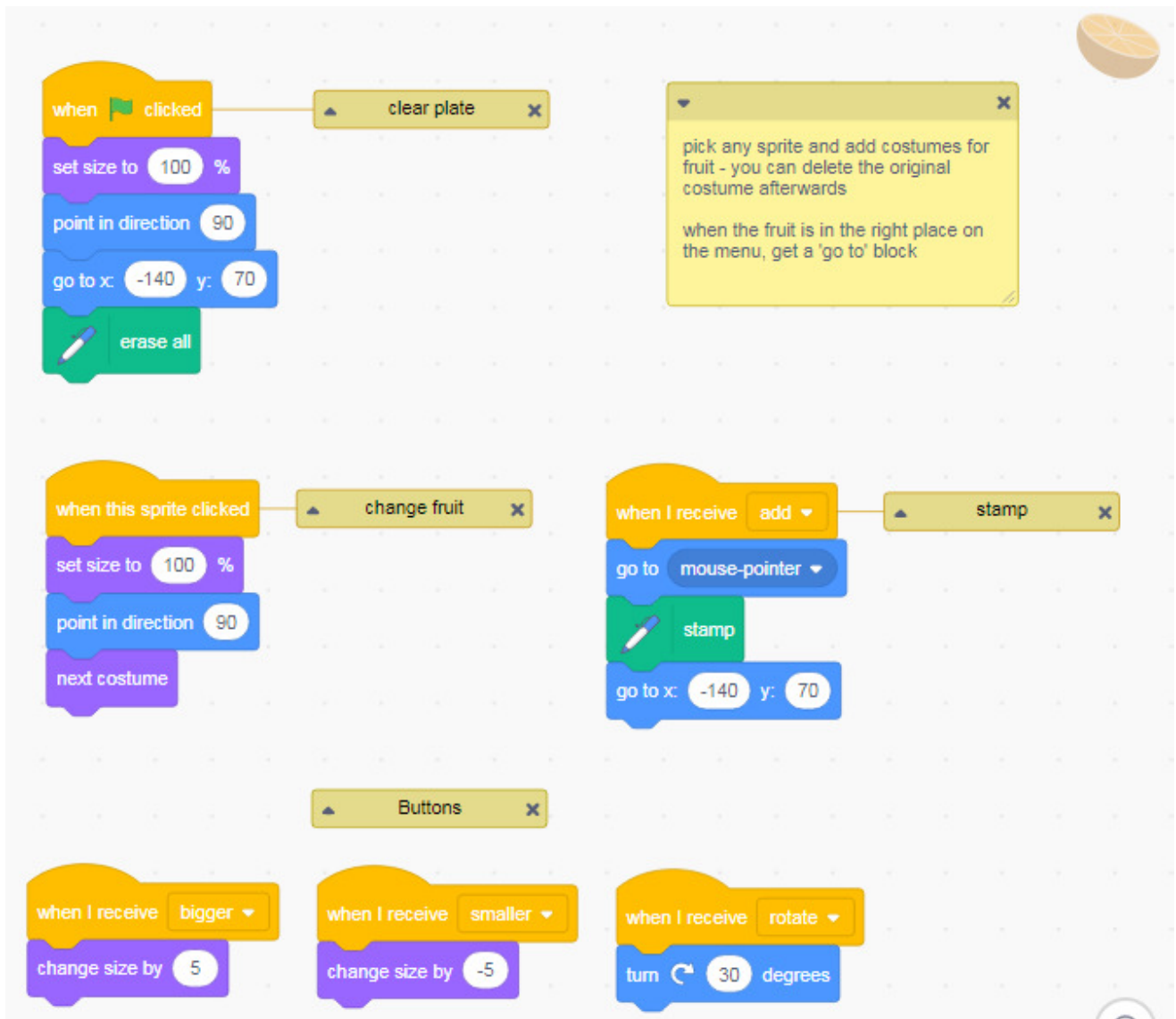# Fruit salad

For this project you need 5 sprites. The Menu sprite has no code.
The different fruits are costumes of a single sprite, not
different sprites. The buttons have symbols drawn on them to show
what they do. The backdrop (tablecloth) has the plate drawn on it.

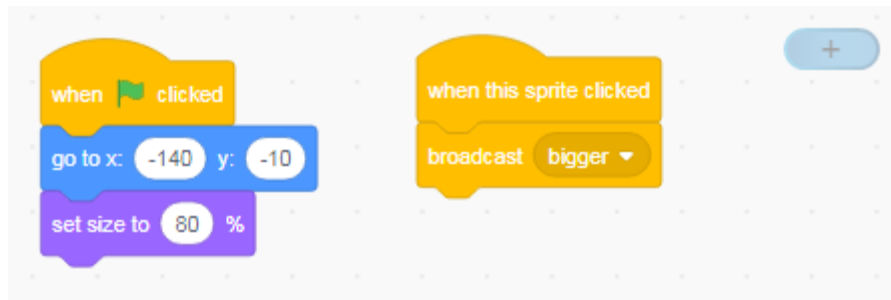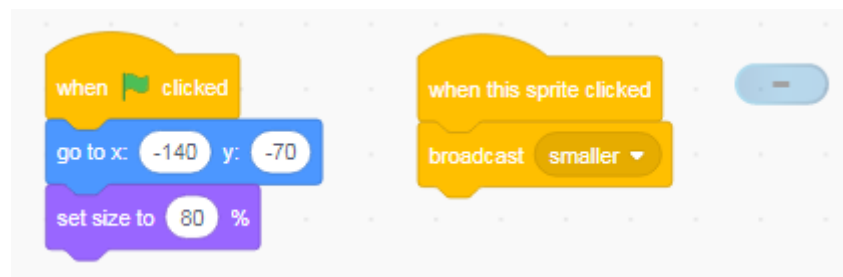There are lots of messages in the code, and the Pen extension!

Backdrop code:

choose a pattern backdrop for the tablecloth
draw a circle for the plate using white fill and a coloured outline, choose the width of the border

```
when stage clicked
broadcast add ▾
```

Fruit code:

when 🏴 clicked
- set size to `100` %
- point in direction `90`
- go to x: `-140` y: `70`
- erase all

clear plate ✕

pick any sprite and add costumes for fruit - you can delete the original costume afterwards

when the fruit is in the right place on the menu, get a 'go to' block

when this sprite clicked
- set size to `100` %
- point in direction `90`
- next costume

change fruit ✕

when I receive `add ▼`
- go to `mouse-pointer ▼`
- stamp
- go to x: `-140` y: `70`

stamp ✕

Buttons ✕

when I receive `bigger ▼`
- change size by `5`

when I receive `smaller ▼`
- change size by `-5`

when I receive `rotate ▼`
- turn ↻ `30` degrees

Save your project!

Bigger button code:

```
when [flag] clicked
go to x: -140 y: -10
set size to 80 %

when this sprite clicked
broadcast bigger

[+]
```

Smaller button code:

```
when [flag] clicked
go to x: -140 y: -70
set size to 80 %

when this sprite clicked
broadcast smaller

[-]
```

Rotate button code:

```
when [flag] clicked
go to x: -140 y: -130
set size to 80 %

when this sprite clicked
broadcast rotate

[↺]
```

Save your project!