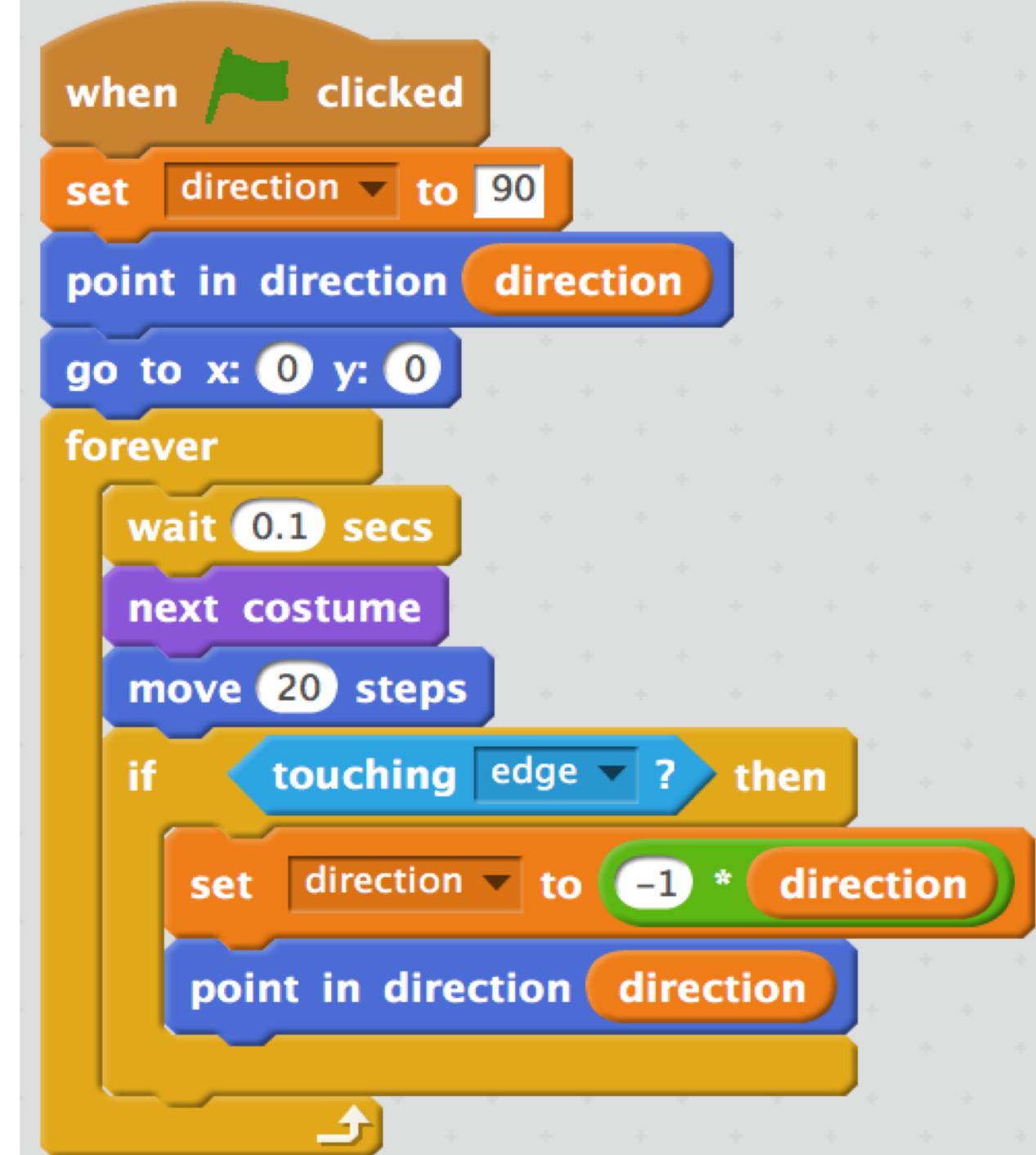


Programmering og Problemløsning

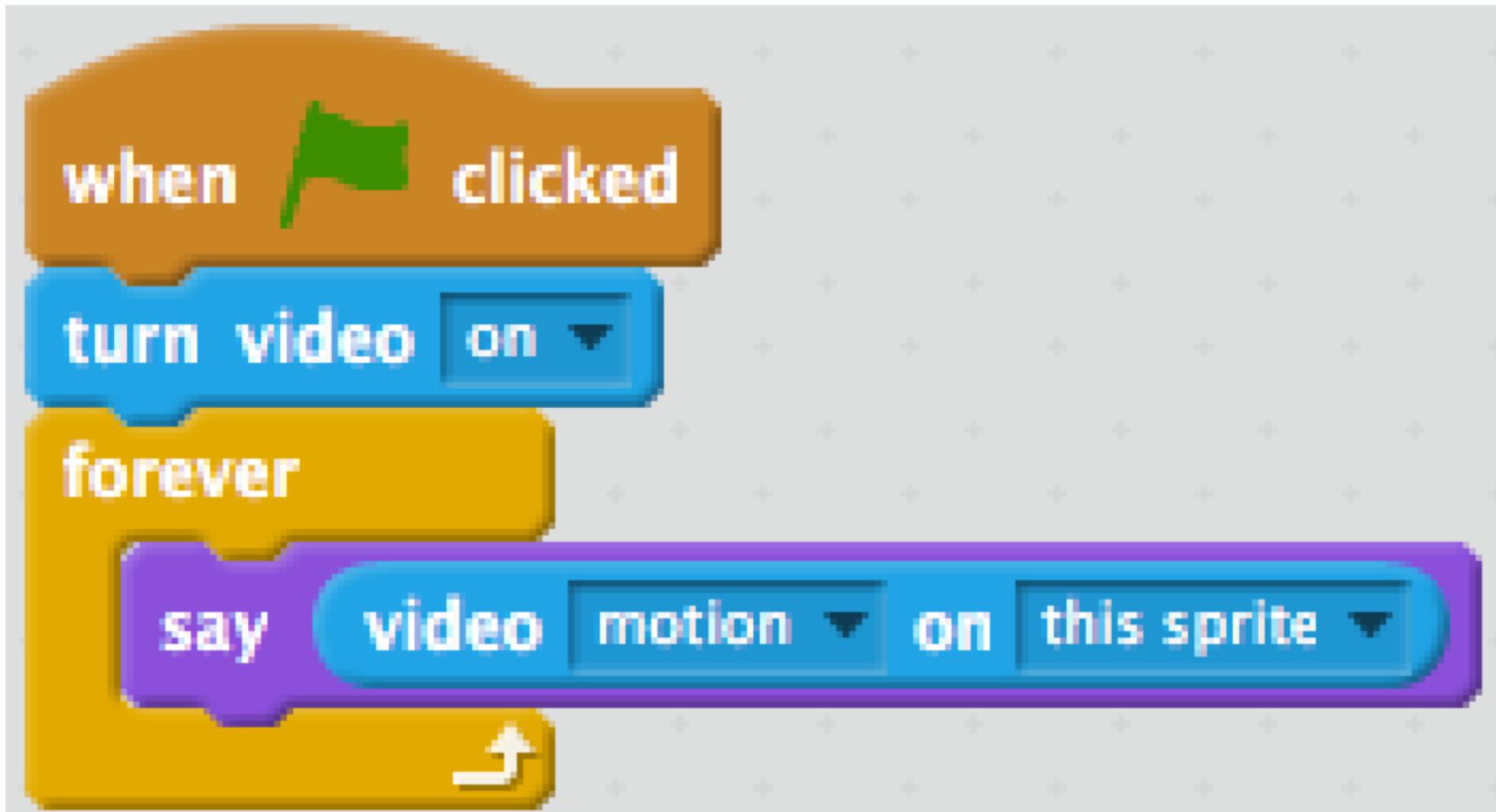
1.3: Scratch

Nøglekoncepter

- Værdi
 - Løkke
 - Variabel
 - Kommunikation
-
- Initial starttilstand
 - Betingelser
 - Udtryk
 - Tilfældigt tal



Motion detection: What does it do?



Hvad gør programmet?

<https://tinyurl.com/y7b9zdb6>



Online programming: Collect computers

- Bruger kontrollerer playable-character (pc)
- Objekt placeres tilfældigt på skærmen
- Bruger får point, når pc rammer objekt, hvorefter objekt forsvinder og nyt placeres tilfældigt.
- Point vises på skærmen

Online programming: Collect computers - PC

```
when green flag clicked
  set rotation style to left-right
  set speed to 5
  set score to 0

when left arrow key pressed
  point in direction -90
  if < -150 < x position then
    go to x: (x position) + (-1 * speed) y: (y position)

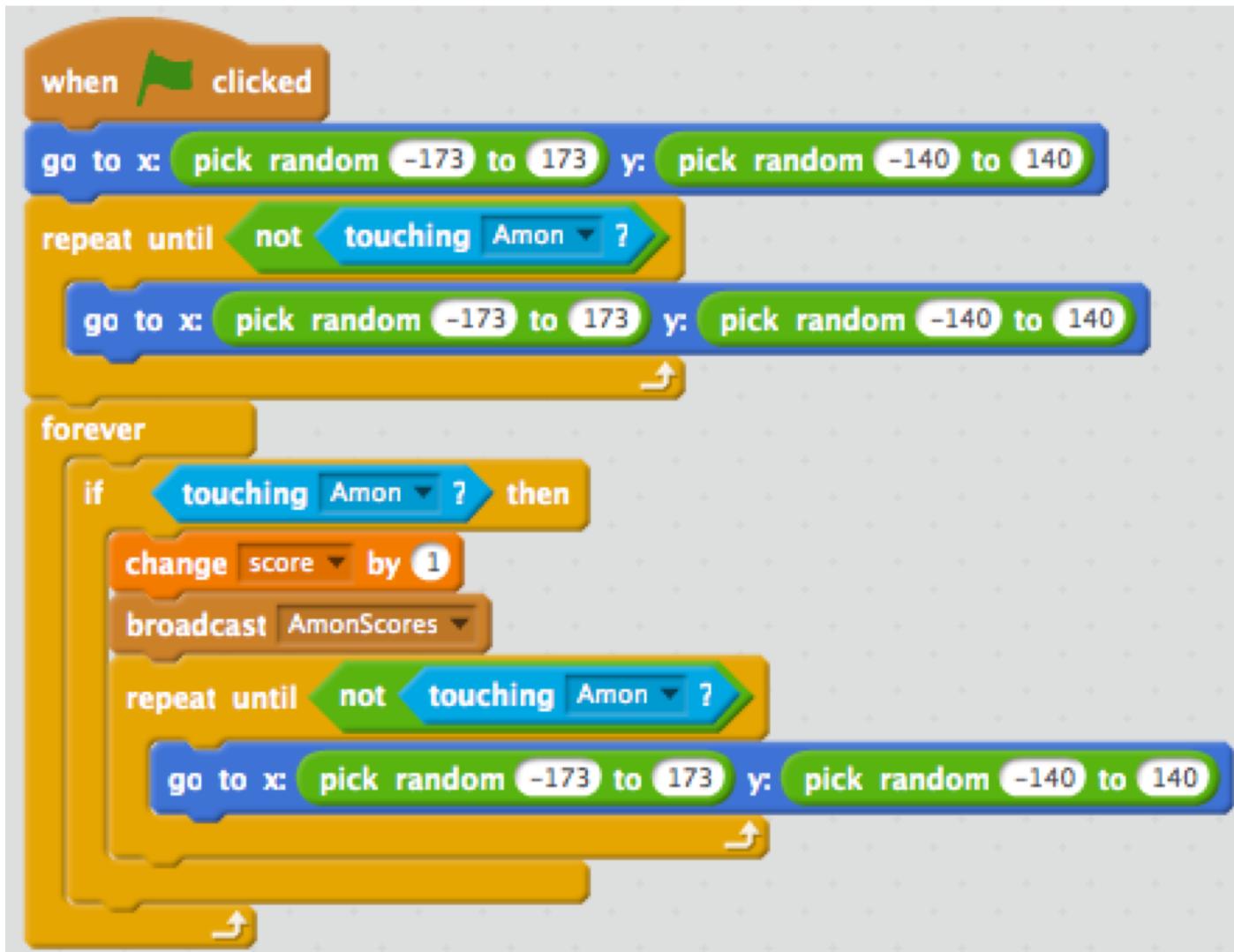
when down arrow key pressed
  point in direction 180
```

```
when down arrow key pressed
  point in direction 180
  if < -100 < y position then
    go to x: (x position) y: (y position) + (-1 * speed)

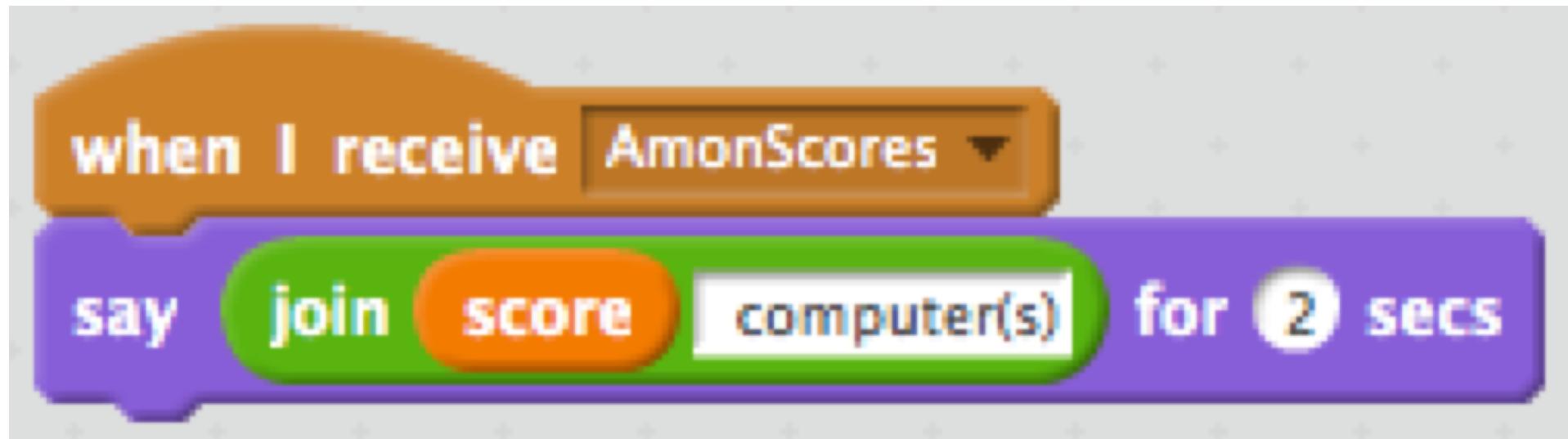
when up arrow key pressed
  point in direction 0
  if < 100 < y position then
    go to x: (x position) y: (y position) + (speed)

when right arrow key pressed
```

Online programming: Collect computers - Obj



Online programming: Collect computers - Points



Online programming: Collect computers

Run [Collect Computers](#)