

# Programmering og Problemløsning

## Introduction to Imperative Programming and Scratch

Jon Sparring

Emnerne for denne arbejdseddél er:

- Stifte bekendtskab med imperativ programmeringsparadigme
- Komme igang med at skrive simple Scratch programmer
- Opnå erfaring med input/output, løkker (loops), tildelinger (assignments), variable og nogle af deres operationer.

### Øveopgaver

1bø0 Install Scratch on your machine.

1bø1 Make your own “hello world” program. The program must make default sprite say “Hello World” when you press the green flag.

1bø2 Make a program, which counts down from 10 to 1. You must use a variable and a repeat loop.

1bø3 Make a program, which counts down from 10 to 1. The countdown must first start, when you press the mouse.

1bø4 Make a program, which counts up fra 0 to 20 but only even numbers.