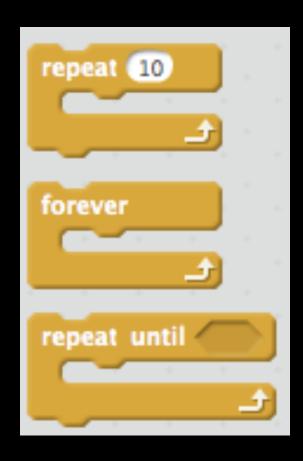
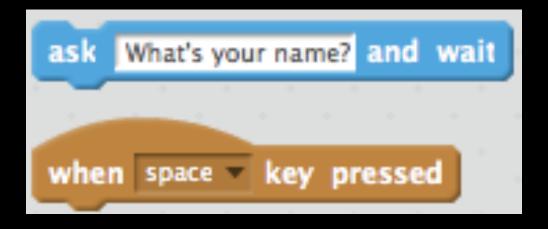
Code Club SCRENICE SCRENICE THE STATE OF THE SCRENICE THE SCRENICE

concepts

Iteration – repeating things



Input – get information



Output – display information

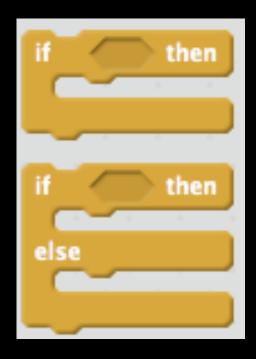


```
switch backdrop to backdrop1 

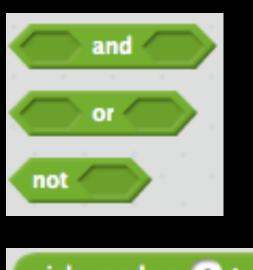
change color effect by 25

set color effect to 0
```

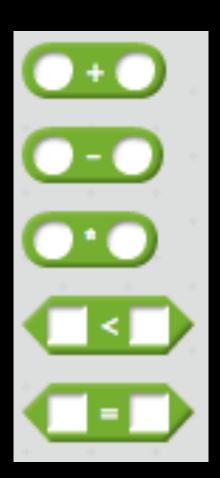
Control structures - decisions



Logical operations - tests







Data – keeping track of things

Variables

Lists



```
length of list_names 
insert thing at 1 of list_names 
add thing to list_names 
delete 1 of list_names
```

Setting data values when a program starts is called **initialising variables**.

Functions - custom commands

```
define Animate explosion start costume number end costume number switch costume to start costume number repeat until costume # = end costume number + 1

next costume wait 1 secs
```

```
if touching edge ? then

Animate explosion 5 10
```

Questions?

