

category
basic
scripts
color & border
geometry
motion
pen use
tests
layout
drag & drop
scripting
observation
<u>miscellaneous</u>
graphics

add a new instance variable
add a new script
grab me
reveal me
tile representing me
add search pane
more...

Per accedir al menú del **viewer**

Nom de l'**sketch**  
fes clic per editar-lo

Per veure el **viewer**

Categoria dels mètodes.  
Fes clic per triar-ne un altre.

Un mètode o **script**.  
Fes clic per executar-lo

Variables de l'**sketch**

Per obtenir el valor d'una variable en un **script** (**getter**)

El valor d'una variable.  
Podeu canviar-lo directament fent clic al damunt o utilitzant els triangles.

Per canviar el valor d'una variable en un **script**, agafeu la fletxa verda (**setter**)

The screenshot shows the Scratch IDE interface. At the top, there's a 'Sketch' window with a search bar. Below it, there's a list of methods categorized by 'basic' and 'tests'. The 'basic' category is selected, showing methods like 'make sound', 'forward by', and 'turn by'. The 'tests' category shows methods like 'touchesA', 'overlaps', 'obtrudes', 'isUnderMouse', and 'color sees'. To the right of the methods, there's a list of instance variables: 'Sketch's x' (455), 'Sketch's y' (403), and 'Sketch's heading' (0). Each variable has a green arrow (setter) and a red arrow (getter). The interface is annotated with various labels in Catalan, explaining the function of different parts of the IDE.