Some examples of Scratch block sequences converted to Processing-py code snippets...

```
cat = loadImage("sprite.png")
 when 🦱 clicked
                                        def setup():
                                               size(400,400)
  go to x: mouse x y: mouse y
                                        def draw():
                                               background(255)
                                               imageMode(CENTER)
                                               image(cat, mouseX, mouseY)
                                        def draw():
                                               fred = fred + 1
 when 🧢 clicked
forever
  change fred by 1
                                        x = 0
                                        y = 0
 hen 🏴 clicked
                                        def draw():
     mouse down? then
                                               image(cat, x, y)
                                               if mousePressed:
    set y to mouse y
                                                      y = mouseY
                                        for i in range(10):
                                               x = x + 10
repeat 10
 change x by 10
                                        if( visible == True and x < 200):
                                               visible = False
      visible = true and
                        200
set visible▼ to false
                                        tasty = random(1.0)
                                        if tasty > 0.5:
set tasty ▼ to (pick random 0 to 1)
                                               print("Yum!")
       tasty > 0.5
                                        else:
  say Yum!
                                               print("Yuck!")
  say Yuck!
```

```
(tasty < 0.5 and fred = true)

(tasty < 0.5 or fred = true)

(tasty < 0.5 or fred = true)

not tasty < 0.5)

def keyPressed():
    if key == '':
        x = x + 10
```