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

```
def setup():
                                                global cat
 when 🦱 clicked
                                                cat = loadImage("sprite.png")
                                                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 v by 1
                                        def mousePressed():
                                               y = mouseY
    mouse down?
 set y to mouse y
                                        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
                          x < 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:
                                                print("Yuck!")
  say Yum!
  say Yuck!
                                        (tasty < 0.5 and fred == True)
 tasty < 0.5) and (fred = true
```

