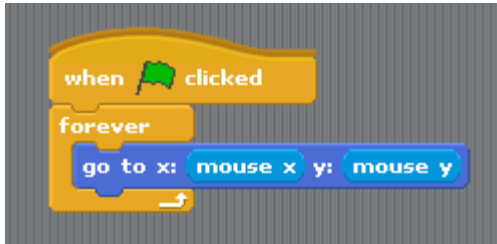
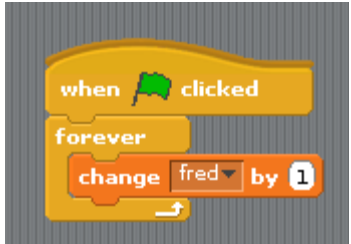

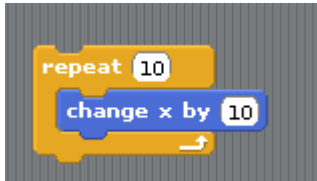
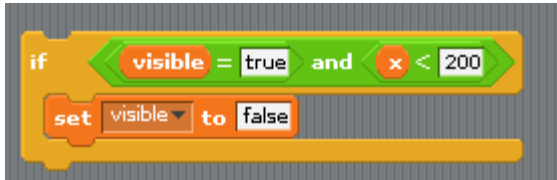







Some examples of Scratch block sequences converted to Processing-py code snippets...

	<pre>def setup(): global cat cat = loadImage("sprite.png") size(400,400) def draw(): background(255) imageMode(CENTER) image(cat, mouseX, mouseY)</pre>
	<pre>def draw(): fred = fred + 1</pre>
	<pre>def mousePressed(): y = mouseY</pre>
	<pre>for i in range(10): x = x + 10</pre>
	<pre>if(visible == True and x < 200): visible = false</pre>
	<pre>tasty = random(1.0) if tasty > 0.5: print("Yum!") else: print("Yuck!")</pre>
	<pre>(tasty < 0.5 and fred == True)</pre>

	(tasty < 0.5 or fred == True)
	not(tasty < 0.5)
	<pre>def keyPressed(): if key == ' ': x = x + 10</pre>