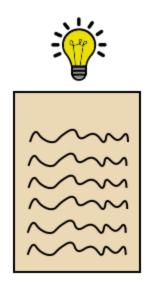
Scratch Data Tools Extension



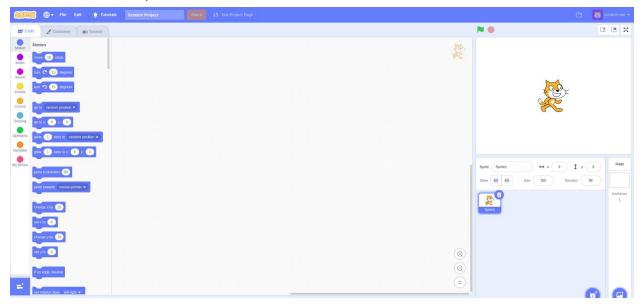
User Documentation

Scratch Data Tools Extension - User Documentation

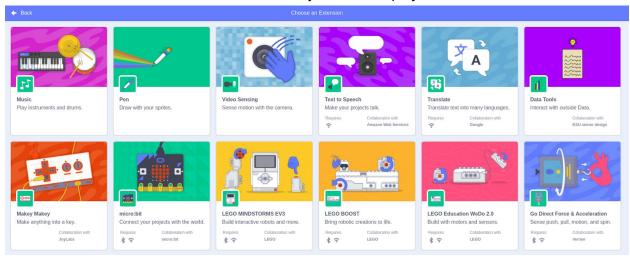
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Adding the Extension

To add the extension, first click on the "Add Extension" button.



Click on the "Data Tools" extension to add it to your scratch project.



When you first add the extension, it will prompt you to upload a dataset file. See the "<u>Upload a Dataset File</u>" section for more information.

Upload a Dataset File

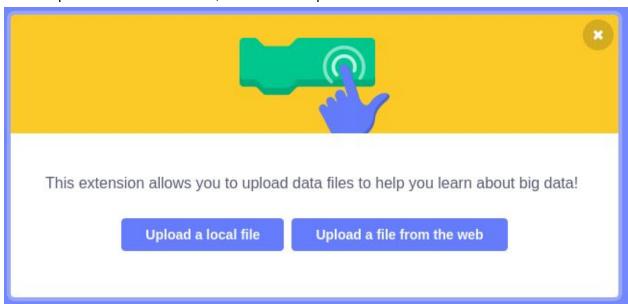
Before you can use the extension, you will need a dataset to work with. To do this, you must upload the dataset to your scratch project. There are two ways to do this, from a local file on your computer, or with a link to a file on the web.

Upload a Local File

There are two methods you can use to upload a local dataset file. One way is to use the popup when you first add the extension, the other is to use the upload button.

Using the Popup

When you first add the extension it will create a popup that will prompt you to upload a dataset file. To upload a local dataset file, click on the "Upload a local file" button.

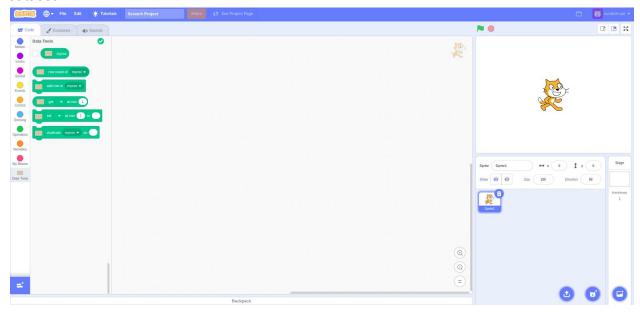


It will open your file explorer. Navigate through your computer to where the dataset file you want to upload is, then select it for upload.

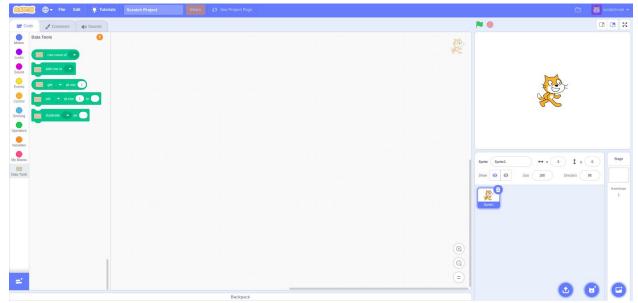
Now click on "Open" to upload the file.

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The dataset should now be loaded into your project, and you should see a new block for the dataset.



If you accidentally close the popup or want to open it again, you can click on this button.

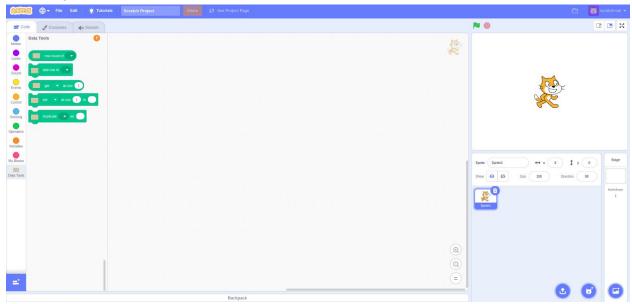


The button will change from an orange exclamation mark into a teal check mark once you have uploaded at least one dataset file, but will still reopen the popup.

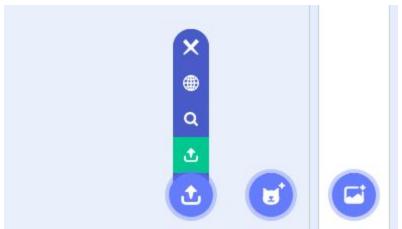


Using the Button

Once you have added the extension to your scratch project, there should be a new button in the bottom right of scratch.



To upload a local file, move your cursor over the button and then click on the "Upload Local File" option.

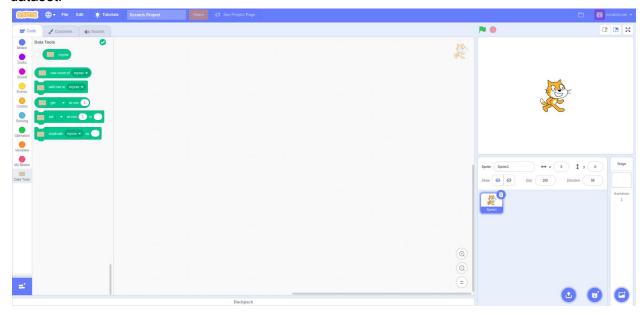


It will open your file explorer. Navigate through your computer to where the dataset file you want to upload is, then select it for upload.

Now click on "Open" to upload the file.

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The dataset should now be loaded into your project, and you should see a new block for the dataset.



Upload a File from the Web

This feature is currently not fully functioning and won't be for the foreseeable future. For now, please upload your dataset file from your local computer.

There are two methods you can use to upload a dataset file from the web. One way is to use the popup when you first add the extension, the other is to use the upload button.

Using the Popup

When you first add the extension it will create a popup that will prompt you to upload a dataset file.

Using the Button

Once you have added the extension to your scratch project, there should be a new button in the bottom right of scratch.

To upload a file from the web, move your cursor over the button and then click on the "Upload Web File" option.

Removing a Dataset

Once you have uploaded a dataset file, you might want to remove it. In order to remove it, you must move your cursor over the new button added by the extension in the bottom right of scratch, and click on the "Remove File" option.

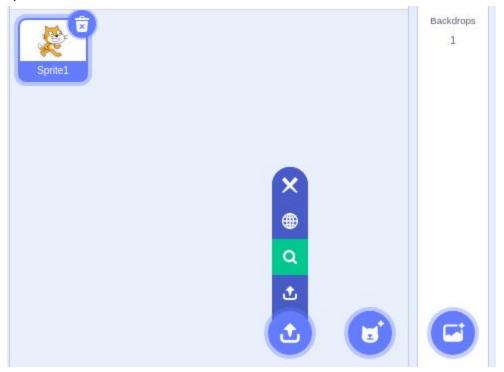


This will open a popup that prompts you to enter the name of the dataset file to remove. You must type in the exact name of the dataset you want to remove, as it appears on the block in scratch, into the prompt to remove it. Once you have done this, click the "OK" button to remove the dataset file.



Viewing a Dataset

Once you have uploaded a dataset, you will find viewing it in the editor significantly easier than displaying it's values using scratch blocks. To do view the file in the editor, once again hover over the new button added by the extension in the bottom right, and click on the "View File" option.



Now you should be able to view the dataset in spreadsheet form. To switch between uploaded files, click on the name of the dataset you want to view at the top of scratch.



Editing a Dataset

Using Blocks

Using the Editor

Using the Blocks