

```
1  socks_on_feet = 0
2  while socks_on_feet != 2
3      open sock drawer
4      look for sock
5      if you find a sock then
6          put on sock
7          socks_on_feet++
8          look for matching sock
9          if you find a matching sock then
10             put on matching sock
11             socks_on_feet++
12             close sock drawer
13         else
14             remove first sock from foot
15             socks_on_feet--
16     else
17         do laundry and replenish sock drawer
```

```
#include <stdio.h>
```

```
int
```

```
main()
```

```
{
```

```
    printf("0 hai, world!\n");
```

```
}
```

10000011	00000001	00010001	00000000	00111101	11111100	01110100	00111101
00000000	01000000	00000000	00000000	00000000	00000000	00000000	00000000
10010000	00000000	00000000	00000000	01010000	00000000	00000111	00110000
00001011	00000001	00001011	00000011	00001010	00000000	00000000	00000000
00000000	00100000	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00100000	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
01110000	00010000	00000000	00100000	00000001	00000000	00000000	00000000
00000000	00000000	00000000	00100000	00000001	00000000	00000000	00000000
00000000	00000000	00000000	01000000	00000001	00000000	00000000	00000000
00000000	00100000	00000000	01000000	00000001	00000000	00000000	00000000
11111111	11111111	11111111	11111111	11111111	11111111	11111111	11111111
10010000	10000000	00000000	01000000	00000001	00000000	00000000	00000000
00101110	01100100	01111001	01101110	01100001	01101101	01101001	01100011
10110000	00000100	00000000	00100000	00000001	00000000	00000000	00000000
10110000	00000100	00000000	00100000	00000001	00000000	00000000	00000000
10100000	00000001	00000000	00000000	00000000	00000000	00000000	00000000
10110000	00000100	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	00000000	00000000	00000000	00100000	00000000	00000000

. . .

when  clicked

say O hai, world!

say O hai, world!

statements

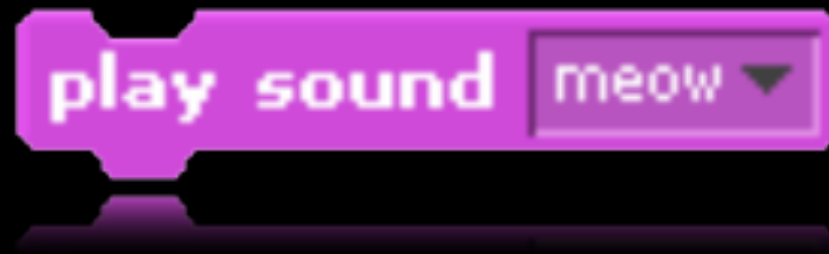
A Scratch 'say' block, which is a light blue speech bubble shape. It contains the text 'say' in a bold, black font, followed by a text input field containing the text 'O hai, world!'. The block has a small notch on its left side for interlocking with other code blocks.

say O hai, world!

statements



statements



Boolean expressions



Boolean expressions

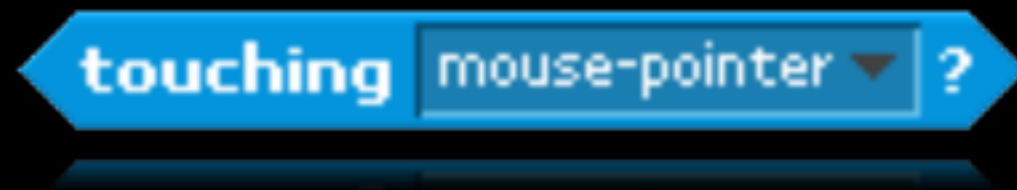


mouse down?

Boolean expressions



Boolean expressions



Boolean expressions



conditions



conditions



conditions



loops



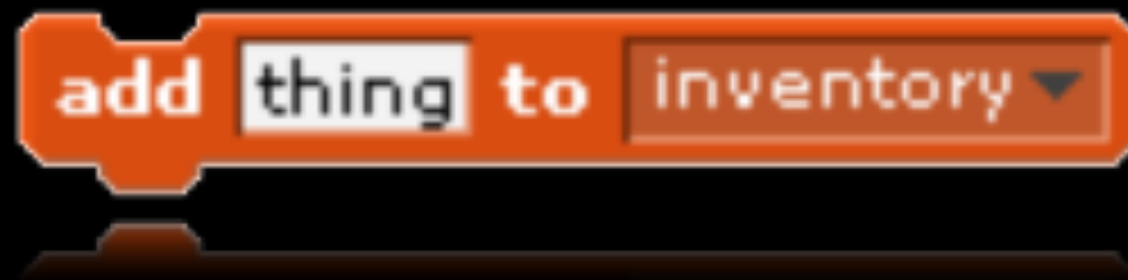
loops



variables



arrays





threads



events



