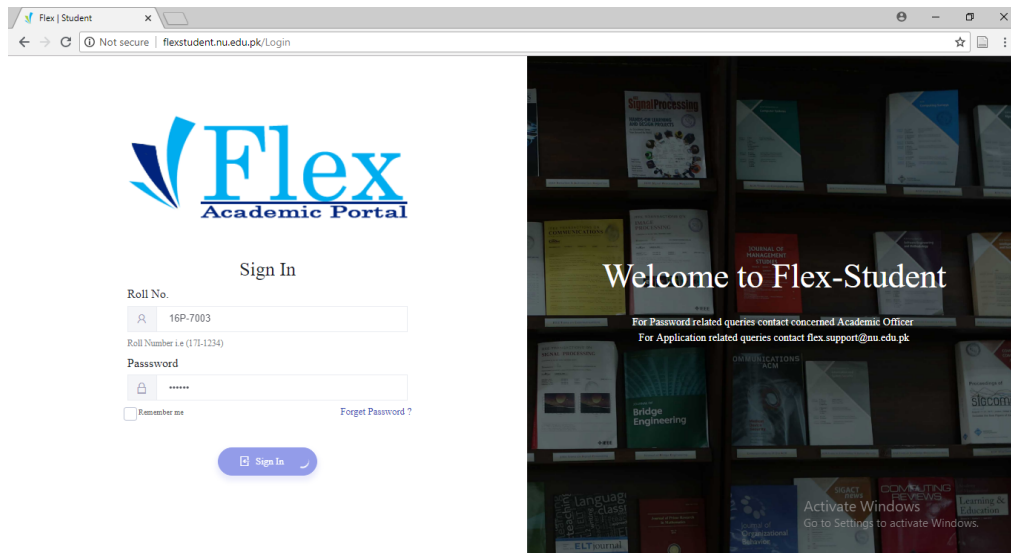


LAB 01 INTRODUCTION

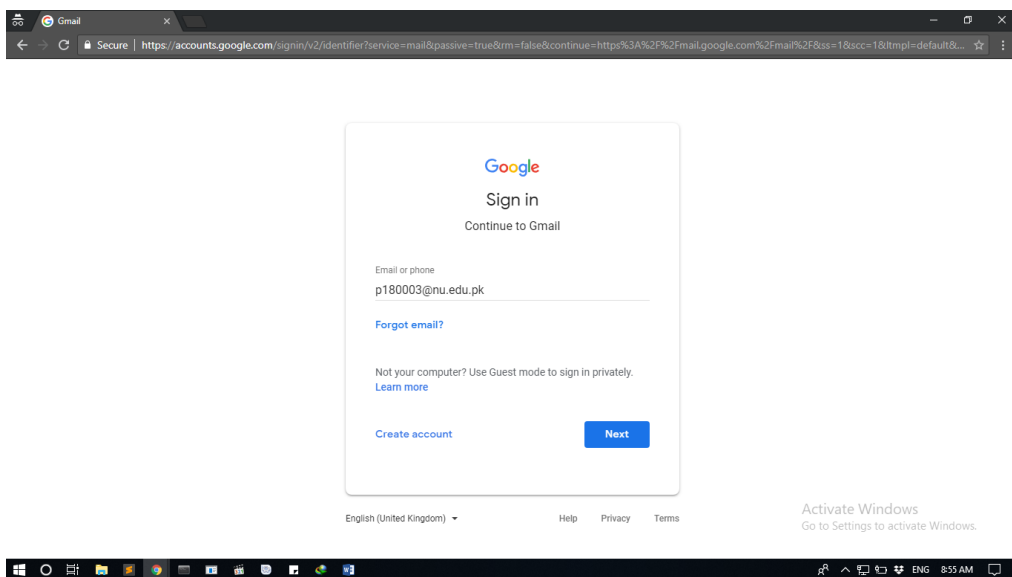
1. Flex

<http://flexstudent.nu.edu.pk>



2. NU-Email

<http://www.gmail.com/>



3. Google Classroom


CL1002-Programming Fundamentals Lab
BSE-1A Fall 2022


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 **Meet**
[Generate link](#)


 Announce something to your class

Class code
4emagfw

 **This is where you can talk to your class**
Use the stream to share announcements, post assignments, and respond to student questions

[Join](#)

You're currently signed in as

 **p21 8743**
p218743@pwr.nu.edu.pk

[Switch account](#)

Class code
Ask your teacher for the class code, then enter it here.

Class code

To sign in with a class code

- Use an authorized account
- Use a class code with 5-7 letters or numbers, and no spaces or symbols

If you have trouble joining the class, go to the [Help Center article](#)

4. INTRODUCTION TO SCRATCH

Scratch is a programming language that lets you create your stories, animations, games, music and art.

Go to the URL: <https://scratch.mit.edu/>

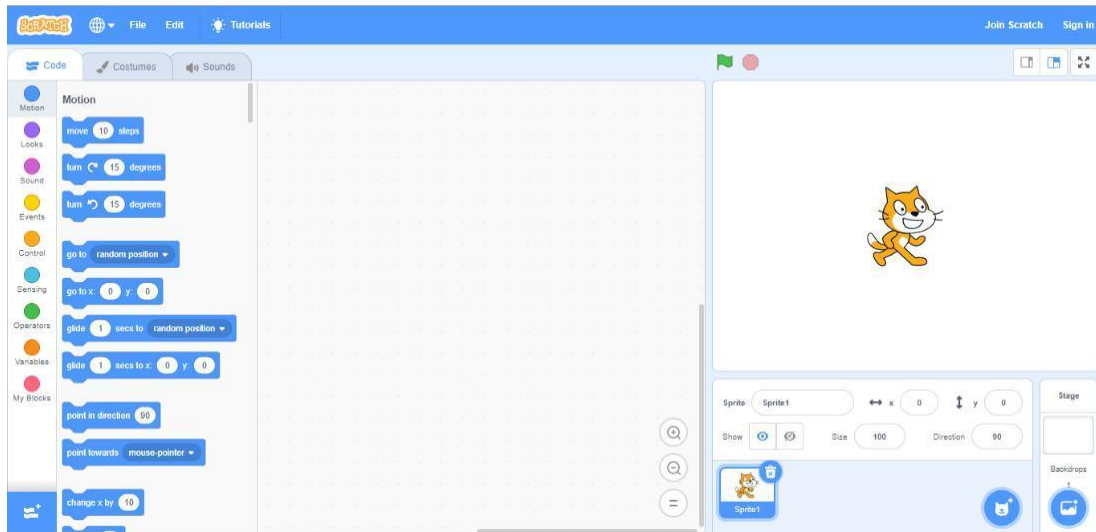


Perform the following step

Step1: Make a new project by clicking on **Create** at top left



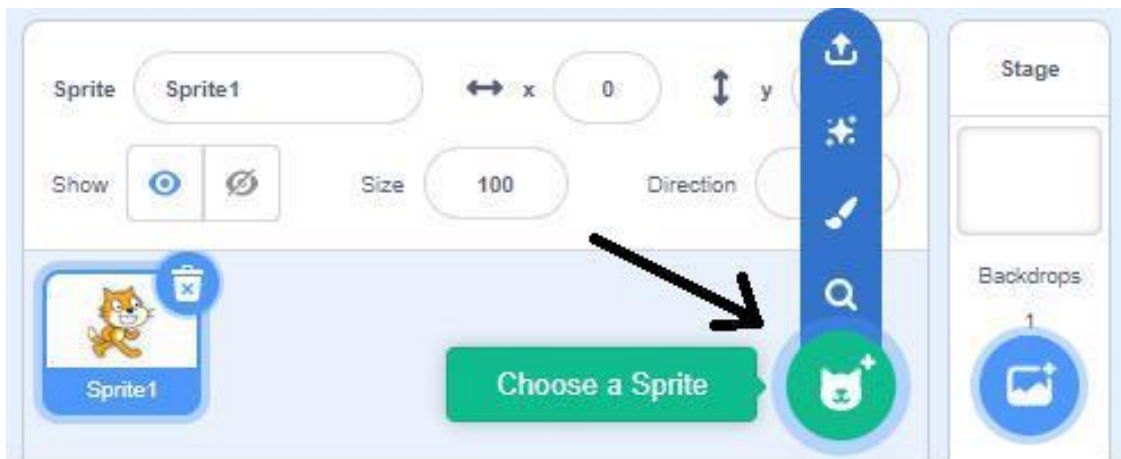
This would launch the following window



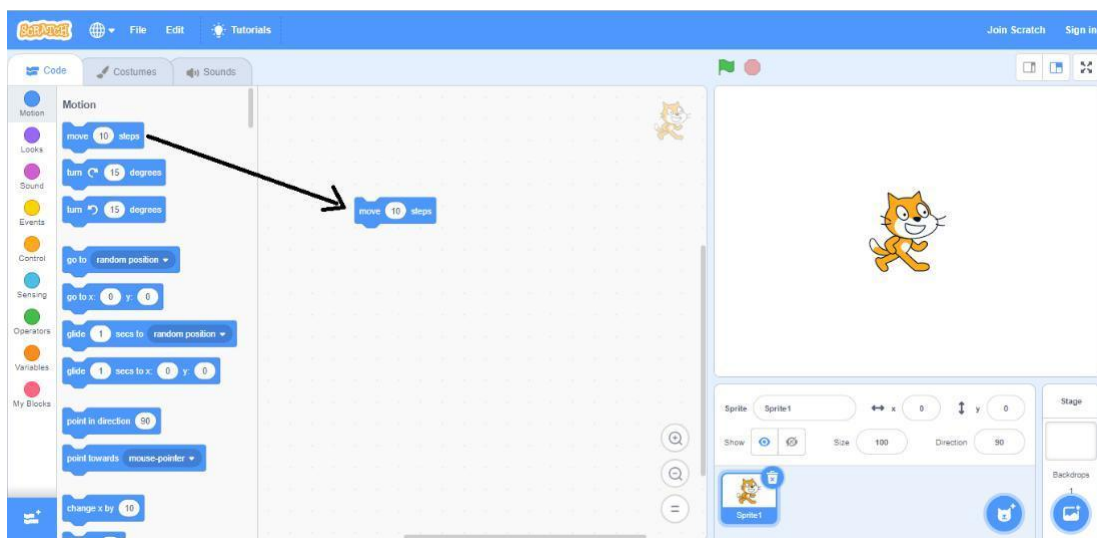
You can change the **Backdrop** from bottom right



Change the character **Sprite** by clicking on cat face logo



Step2: Drag the **Move** block in script area



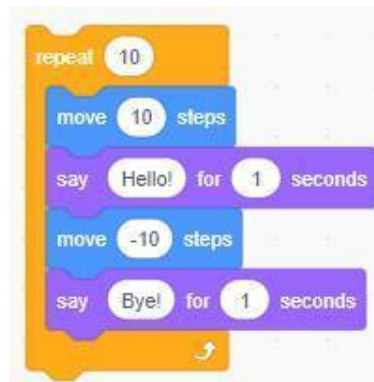
Step3: Click on the **Move** block to make the cat move.

Step4: Click on the **Looks**. Drag out the **Say** block and snap it on the **Move** block.

Step5: Add another **Move** block. Click inside the block and type in a **minus** sign. Add another **Say** block. Click on any of the blocks to run the stack.

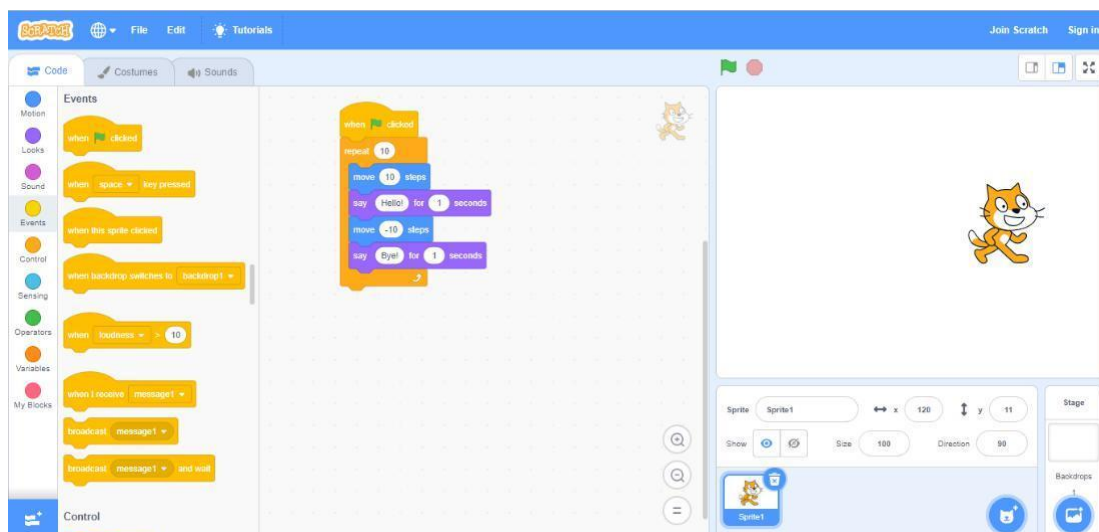


Step6: From **Controls**, drag out a **Repeat** block and drop it on top of the stack. You want the mouth of the **Repeat** to wrap around the other blocks.

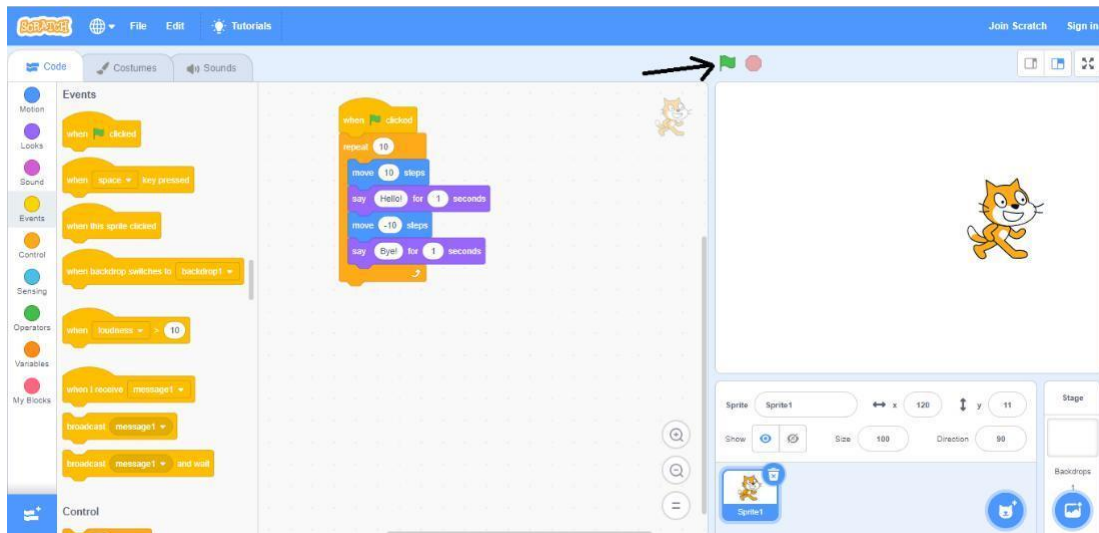


You may change the number of times it repeats.

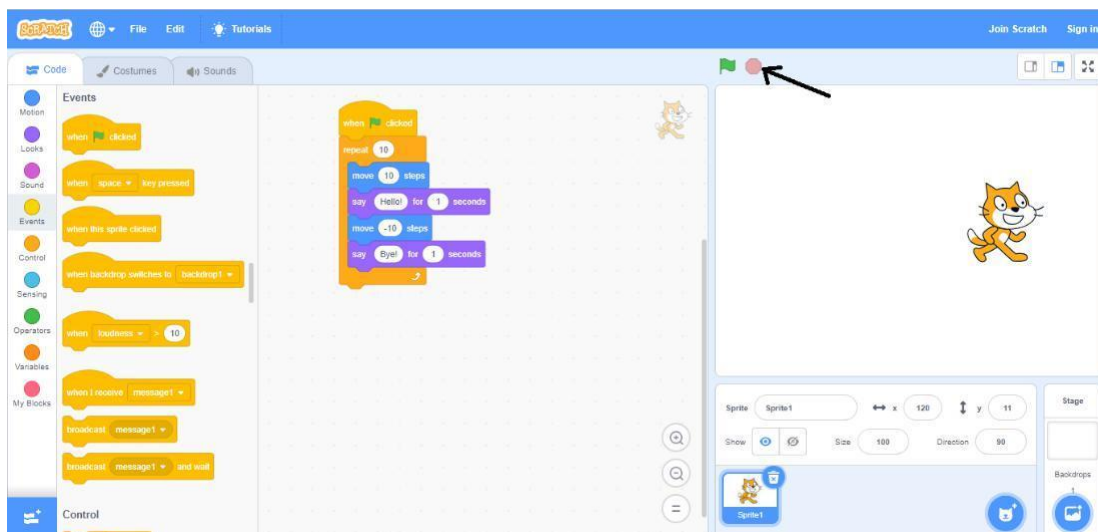
Step7: Click on **Events**, drag out a **Green Flag** block and drop it on top of the stack. Whenever you click the green flag, your script will start. To stop, click the stop button.



Click on the **Green Flag** to start the script.



Click on the **Red Button** to stop the script.



Practice

Create a program that makes your character move around and draw continuously. You can use **pen down** block to draw something.

Reference figure is given below for your help.

