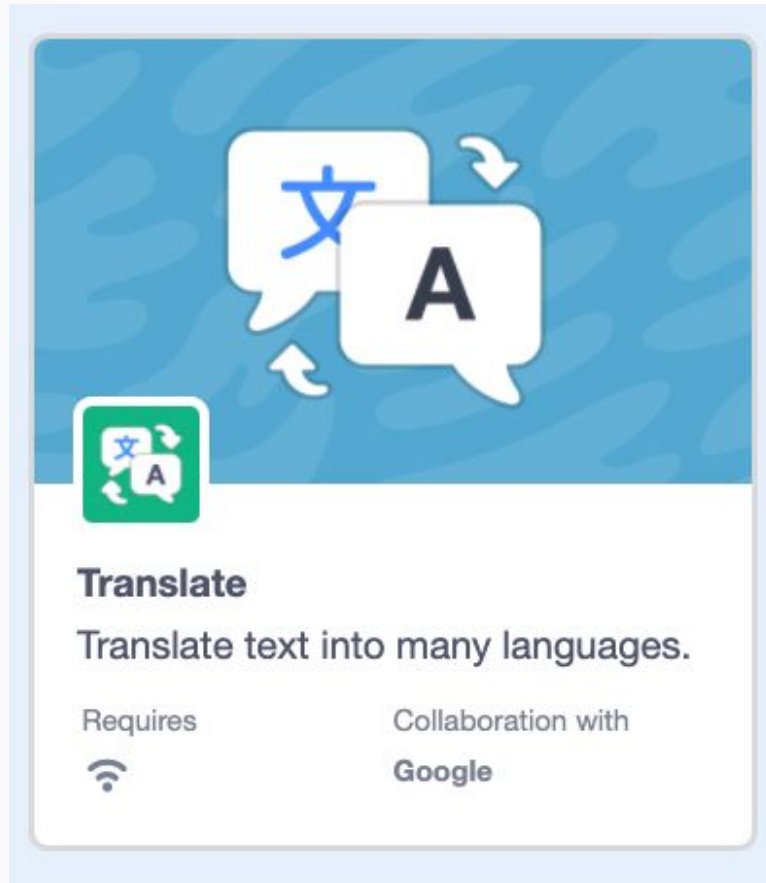


Project 6: **My Computer**

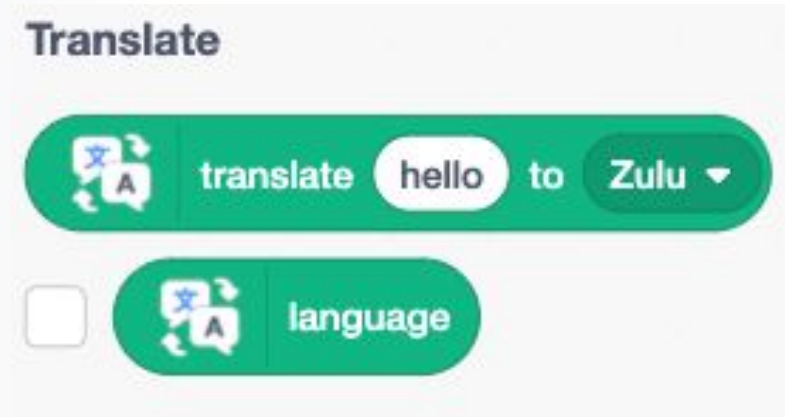
Blocks Needed

Import Translation



Translation

- Blocks

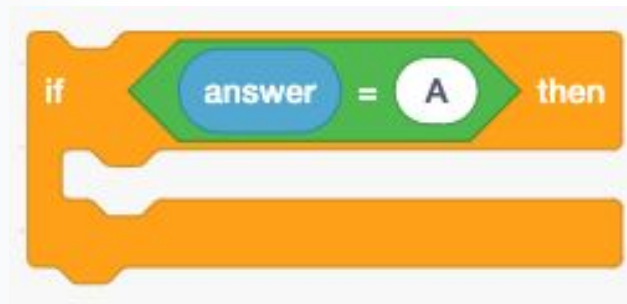


Sensing : Asking

- Name



- Check



Project 6: **My Computer**




































Actual Project

Add A Sprite

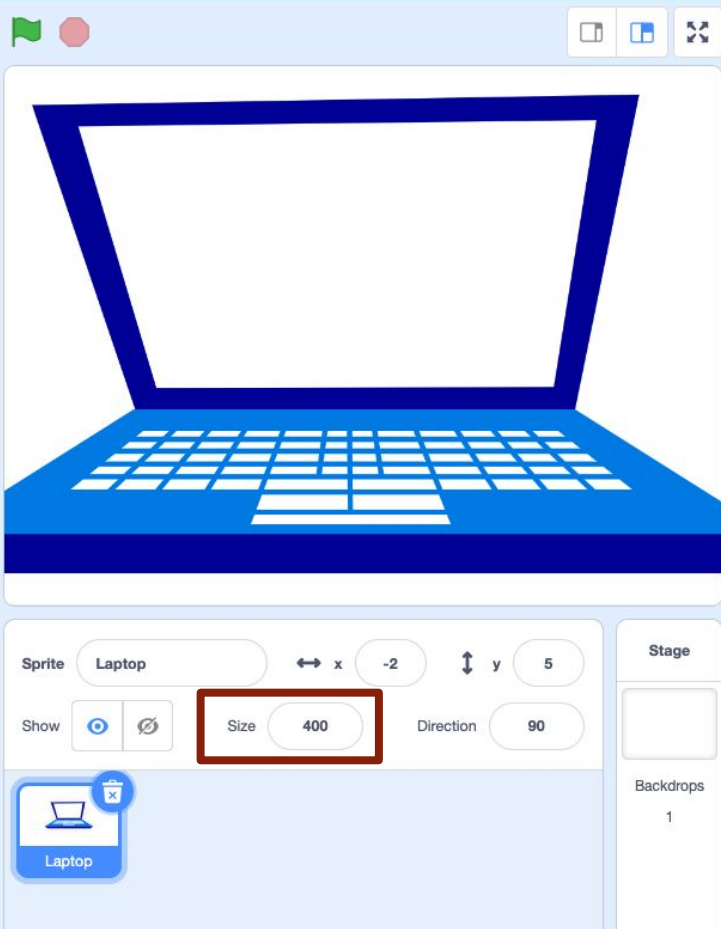
← Back Choose a Sprite

Search

All Animals People Fantasy Dance Music Sports Food Fashion Letters

 Harper	 Hat1	 Hatchling	 Heart	 Heart Candy	 Heart Face	 Hedgehog
 Hen	 Hippo1	 Home Button	 Horse	 Jaime	 Jamal	 Jar
 Jellyfish	 Jordyn	 Jouvi Dance	 Kai	 Key	 Keyboard	 Kia
 Kiran	 Knight	 LB Dance	 Ladybug1	 Ladybug2	 Laptop	 Lightning
 Red Line	 Lion	 Llama	 Person	 Lightning Bolt	 Person	 Person

Sprite Size



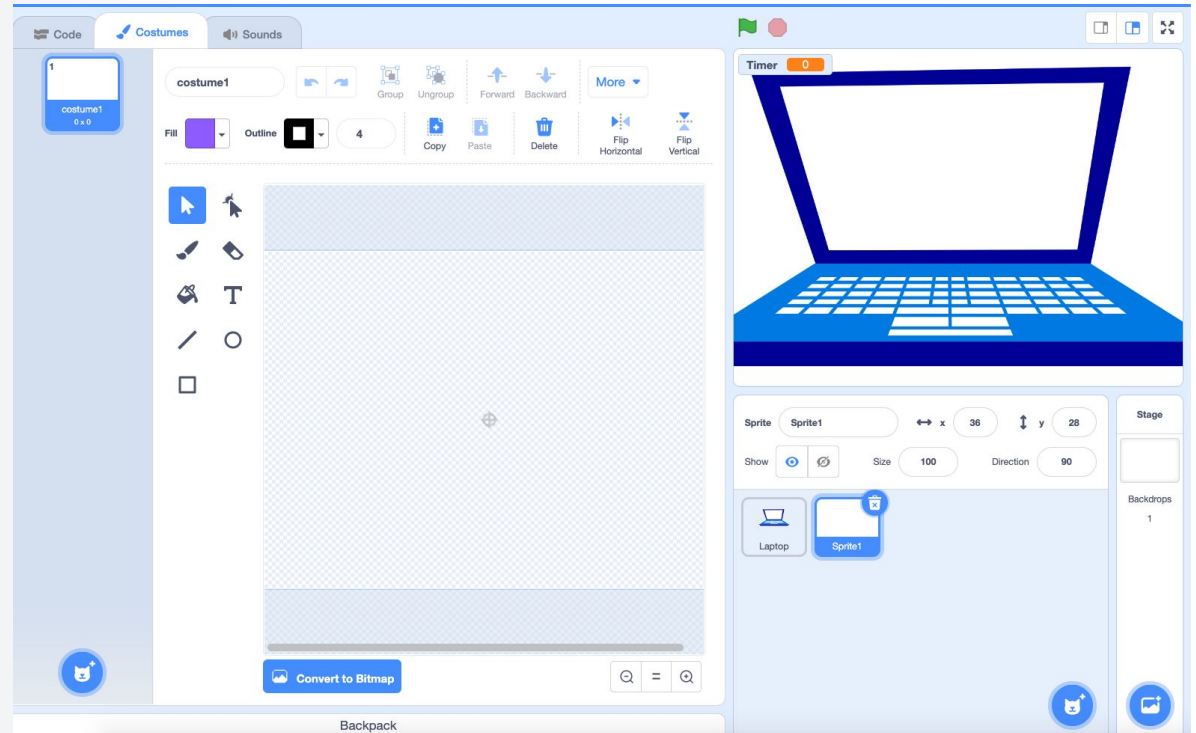
The image shows a software interface for editing a sprite. At the top, there is a window title bar with standard OS icons. The main area displays a blue laptop sprite. Below the sprite, there is a control panel with the following settings:

- Sprite: Laptop
- Position: x: -2, y: 5
- Show: (Visible), (Hidden)
- Size: 400 (highlighted with a red box)
- Direction: 90

On the right side, there is a 'Stage' section with a 'Backdrops' list containing one item labeled '1'. At the bottom left, there is a 'Laptop' button with a trash icon.

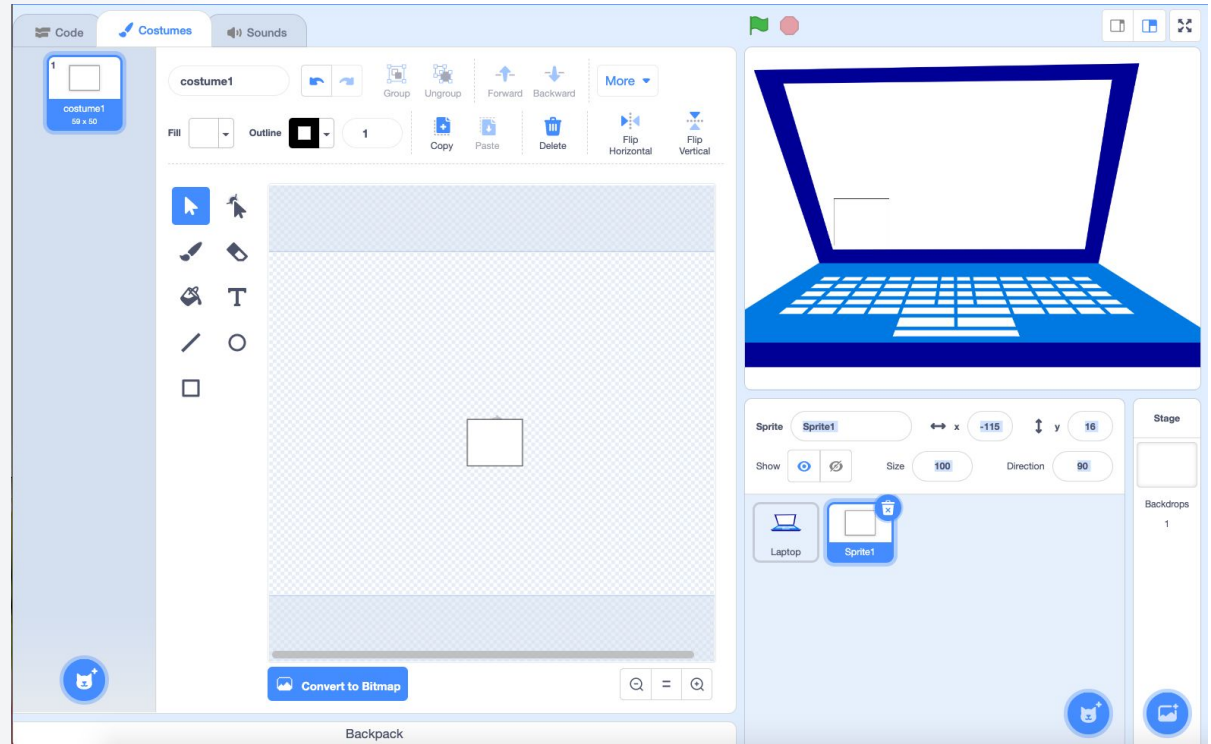
New Sprite

- Blank Sprite



Invisible Display

- Left Corner



Timer

New Variable

New variable name:

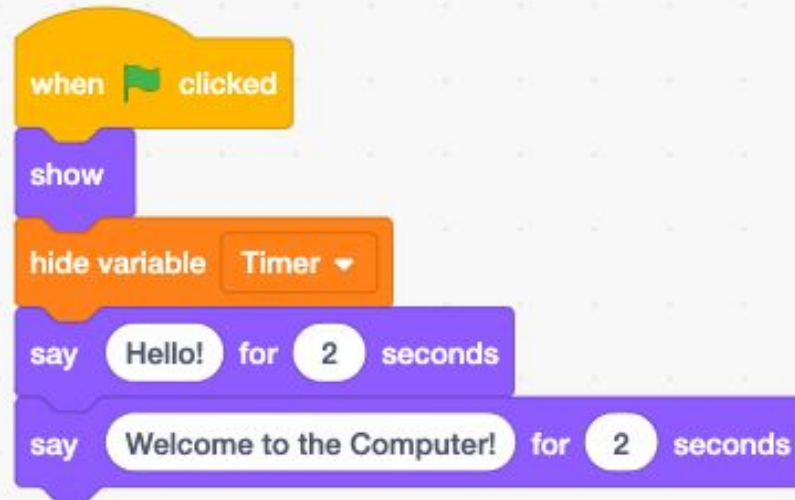
Timer

For all sprites For this sprite only

Cloud variable (stored on server)

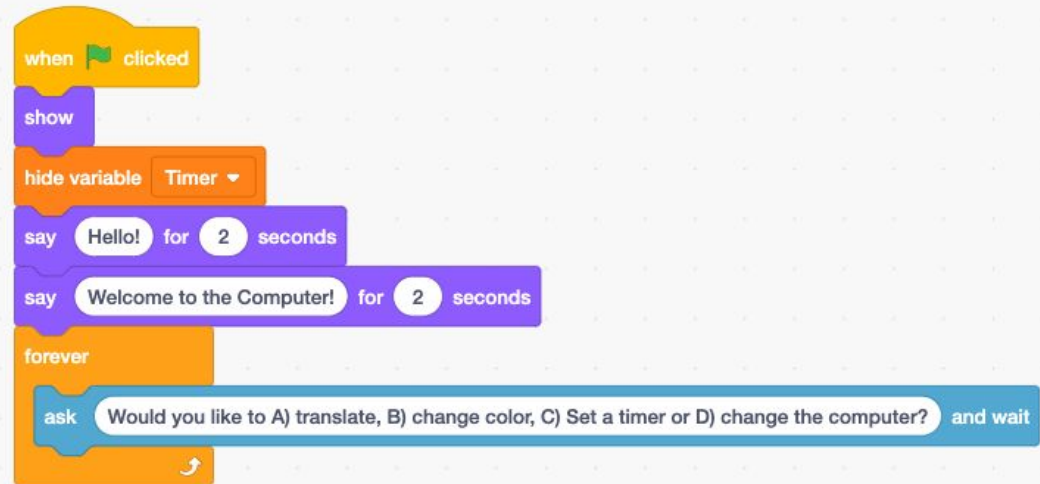
Cancel OK

Computer Set Up



Asking

- Continually ask



```
when green flag clicked
show
hide variable Timer
say Hello! for 2 seconds
say Welcome to the Computer! for 2 seconds
forever
ask Would you like to A) translate, B) change color, C) Set a timer or D) change the computer? and wait
```

The image shows a Scratch script on a grid background. The script starts with a yellow 'when green flag clicked' block. This is followed by a purple 'show' block, an orange 'hide variable' block with 'Timer' selected, and two purple 'say' blocks: 'Hello! for 2 seconds' and 'Welcome to the Computer! for 2 seconds'. The script then enters a 'forever' loop (orange block) containing a blue 'ask' block with the text 'Would you like to A) translate, B) change color, C) Set a timer or D) change the computer?' and 'and wait'.

Asking

- Continually ask

```
when clicked clicked
show
hide variable Timer
say Hello! for 2 seconds
say Welcome to the Computer! for 2 seconds
forever
ask Would you like to A) translate, B) change color, C) Set a timer or D) change the computer? and wait
if answer = A then
if answer = B then
if answer = C then
if answer = D then
```

Translation

- Take answers and translate to English



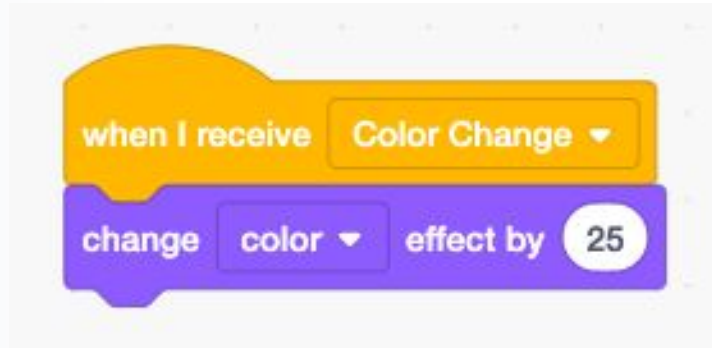
Color Change

- Broadcast to Laptop



Receive Color Change

- Computer Sprite



Timer Code

- Ask!



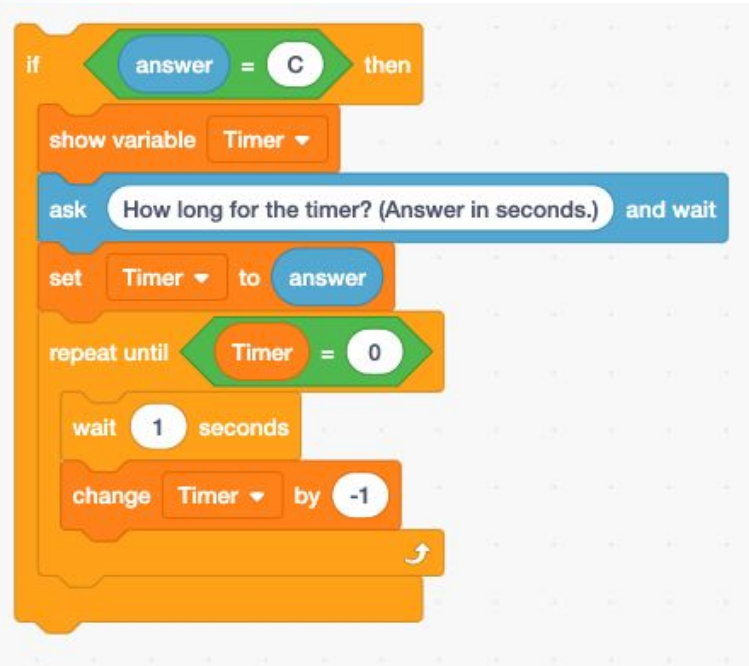
```
if answer = C then
  show variable Timer
  ask How long for the timer? (Answer in seconds.) and wait
  set Timer to answer
```

The image shows a Scratch code block with the following structure:

- An orange "if" block with a green condition "answer = C" and a "then" label.
- Inside the "if" block, there are three stacked blocks:
 - An orange "show variable" block with a dropdown menu set to "Timer".
 - A blue "ask" block with the text "How long for the timer? (Answer in seconds.)" and the "and wait" option selected.
 - An orange "set" block with a dropdown menu set to "Timer" and the value "answer" in a blue circle.

Timer Code

- Countdown

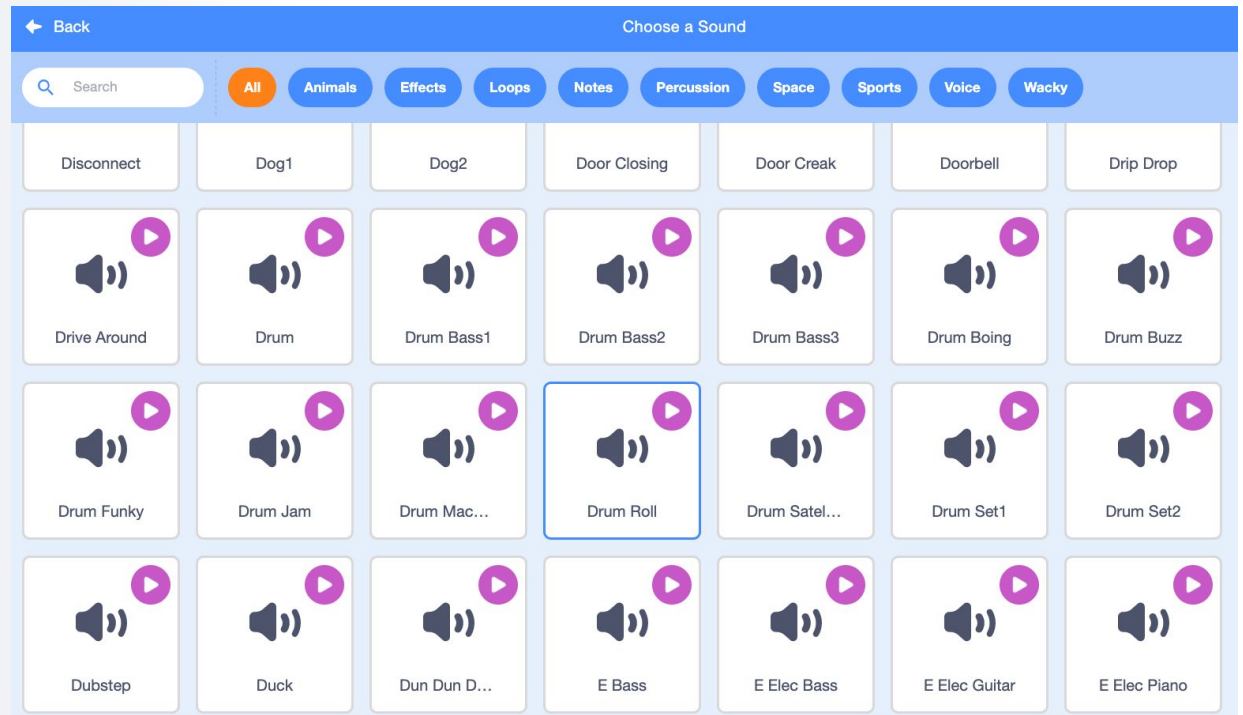


```
if answer = C then
  show variable Timer
  ask How long for the timer? (Answer in seconds.) and wait
  set Timer to answer
  repeat until Timer = 0
    wait 1 seconds
    change Timer by -1
```

The image shows a Scratch script for a timer. It starts with an 'if' block that checks if the variable 'answer' is equal to 'C'. If true, it performs several actions: it shows the 'Timer' variable, asks the user 'How long for the timer? (Answer in seconds.)' and waits for the input. Then, it sets the 'Timer' variable to the value of 'answer'. Finally, it enters a 'repeat until' loop that continues until the 'Timer' variable reaches 0. Inside this loop, it waits for 1 second and then decreases the 'Timer' variable by 1.

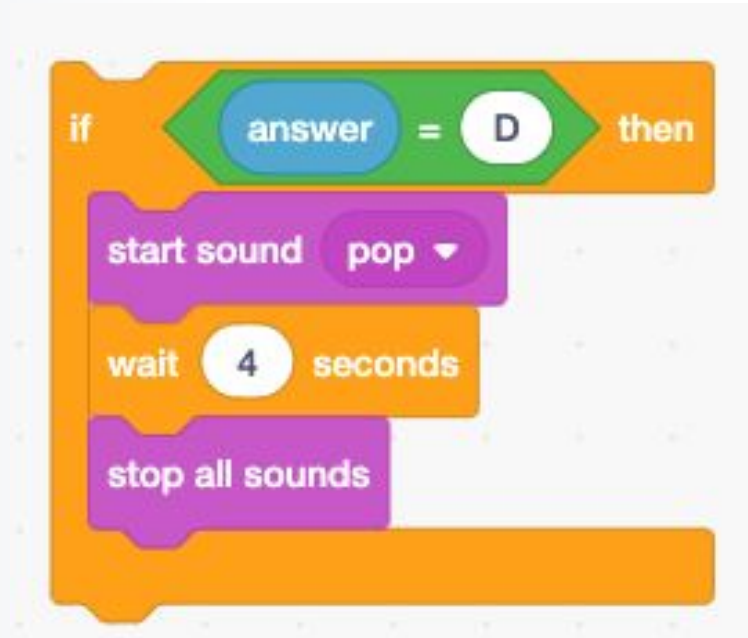
Add Sounds!

- Add As Many As You Want!



Sound Code

- Choose your own wait time



My Computer
Finished!