



# INDIAN SCHOOL AL WADI AL KABIR

<b>Class: IX</b>	<b>DEPARTMENT OF COMPUTER SCIENCE</b>	<b>Date of submission:</b>
<b>Topic: Different scratch blocks and its use, Pen Commands</b>		<b>Handout 3</b>

Different types of block in scratch and its uses:

**go to mouse-pointer** = follow where the mouse cursor is, or go to a random position

**go to x: 0 y: 0** = go to any position, x is between -240 and 240, y between -180 and 180

**move 10 steps** = move some steps towards the current direction

**change x by 10** = move left or right by a number of steps

**change y by 10** = move up or down by a number of steps

**set x to 0** = move left or right to a position      **set y to 0** = move up or down to a position

**glide 1 secs to x: 0 y: 0** = move smoothly to a position on the screen within N seconds

**x position** = the value of the x position where the sprite currently is at

**y position** = the value of the y position where the sprite currently is at

**turn 15 degrees** = turn left for some degrees


**turn 15 degrees** = turn right for some degrees

**point in direction 90** = turn to any direction. 0 degree is facing left, 90 up, 180 right, 270 down and 360 back to left.

I want to control how the sprite bounce off stage edges...

**if on edge, bounce** = test if the sprite touches the edges of the stage and if so let it bounce off

**set rotation style left-right** = change the way sprite bounces off the edge: left-right, all around or don't rotate.

**when**  **clicked** = attach blocks you want to run when the green flag is clicked

**when**  **key pressed** = attach blocks you want to run when a key is pressed on the keyboard

**when this sprite clicked** = attach blocks you want to run when the left mouse button is clicked at this sprite

**forever** = run the blocks inside again and again till the red stop button is clicked

**repeat**  = run the blocks inside for a certain number of times

**repeat until**  = run the blocks inside till the specific conditions are met

**wait**  **secs** = pause the program for some seconds and then continue

**wait until**  = pause the program until the conditions are met

**stop**  = stop *all, this script or other scripts in sprite* from running

+   -   \*  /  = basic maths

**sqrt**   = a whole collection of math functions that can be selected from the list

**mod**  = get the remainder of the first number when it's divided by the second one

**round**  = get the rounding of a decimal number to the nearest whole number

<   =    >  = test whether the first number is less than, equal to or bigger than the second one

**and**   = it is only true when both first and second conditions are met

**or**   = it is true as long as one of the conditions is met

**not**  = reverse the outcome of the condition: if the condition is met, this becomes false; or true if the condition is not met.