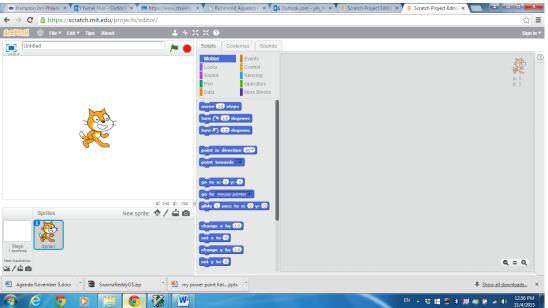
Scratch programming Example (1)

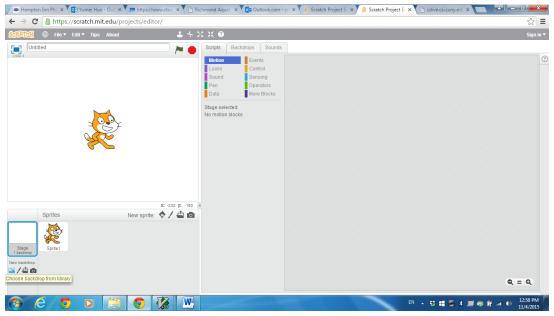
1. Start web browser, go to google.com, type the keyword "scratch", from the search result, click the first link (or just type the web address https://scratch.mit.edu/ directly.) You will see the following window:



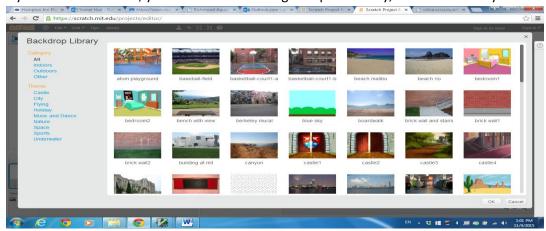
2. Click "create" menu on top the page. And you will see the following window:



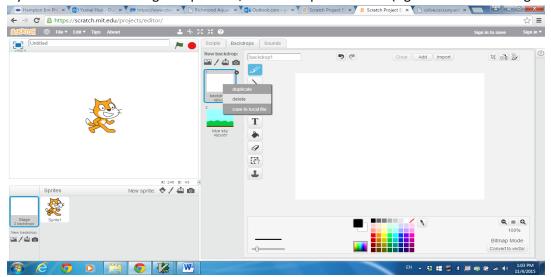
3. On the bottom of the page, click "stage", and click the first button under the stage (You will see the text "choose a backdrop from the library" appear when you move your mouse pointer to this button.)



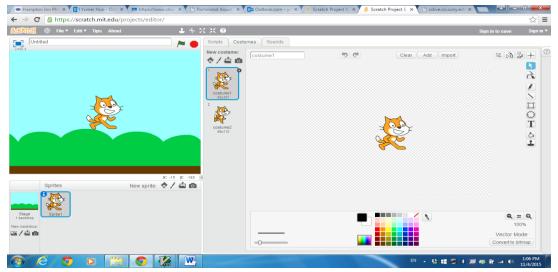
4. After you click that button, you will see a lot of stage drops in library, choose the one you like.



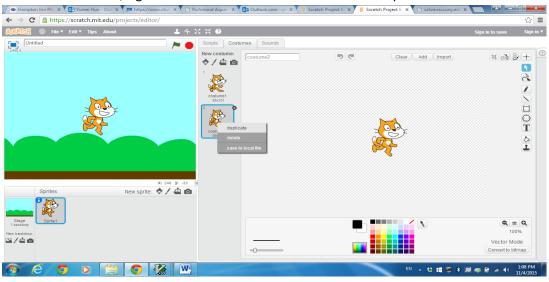
5. Then you have one more stage drop added, delete the previous one (right click the first stage and delete).



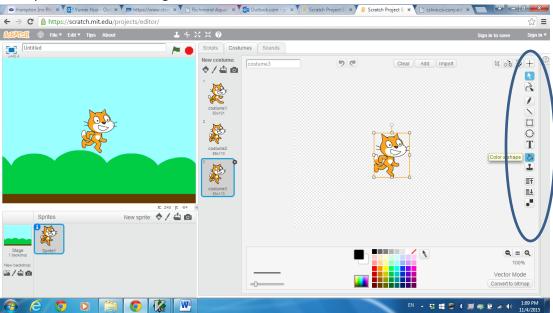
6. Now click the sprite1 on the left button corner.



7. In the costumes tab, right click the second costumes and click "duplicate".



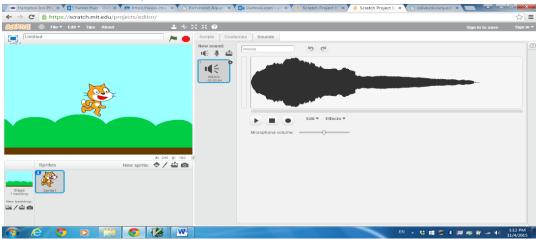
8. Then you have the following window:



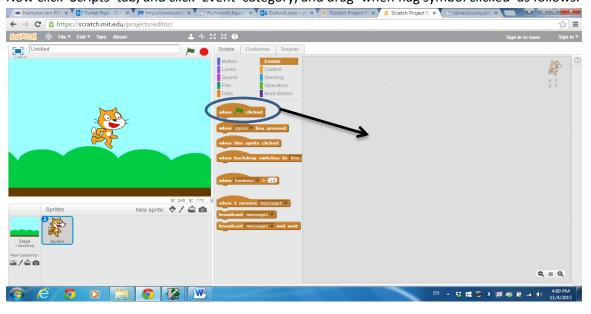
9. On the right side of the window, you can see some tool bars. Use those tool bars to change the costumes for the cat.



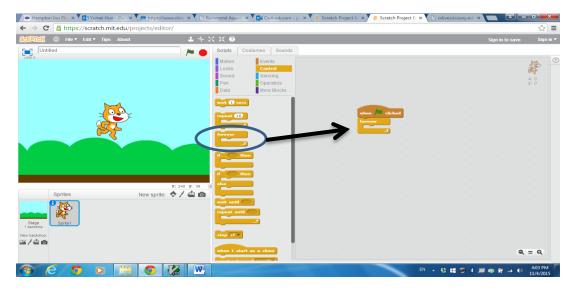
10. Click "sound" tab. You will see one sound has been chosen, you can change it by clicking the button "choose a sound from the library".



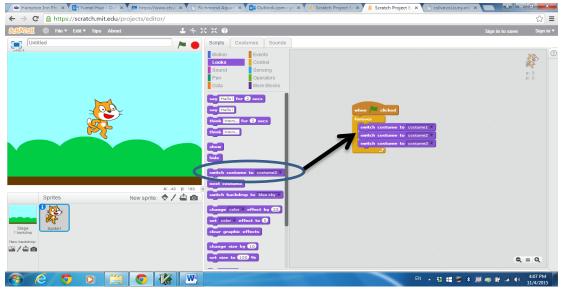
11. Now click 'Scripts' tab, and click 'Event' category, and drag `when flag symbol clicked' as follows.



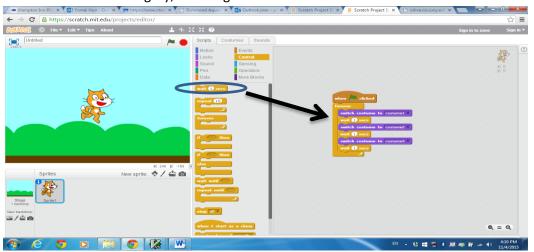
12. Then click 'control' category, and drag forever block to right side.



13. Then click 'looks' category, and drag the block of 'switch costume to' three times with costume1, costume2 and costume3 respectively.



14. Then click 'control' category, and drag the block of 'wait 1 secs' three times as follows.



15. Now try other movements (add block of "go to x: 0 y:0" at the beginning of the forever block; add block of "move 50 steps after each time the costume is changed")as follows and click the button of 'green flag' to execute this program.

