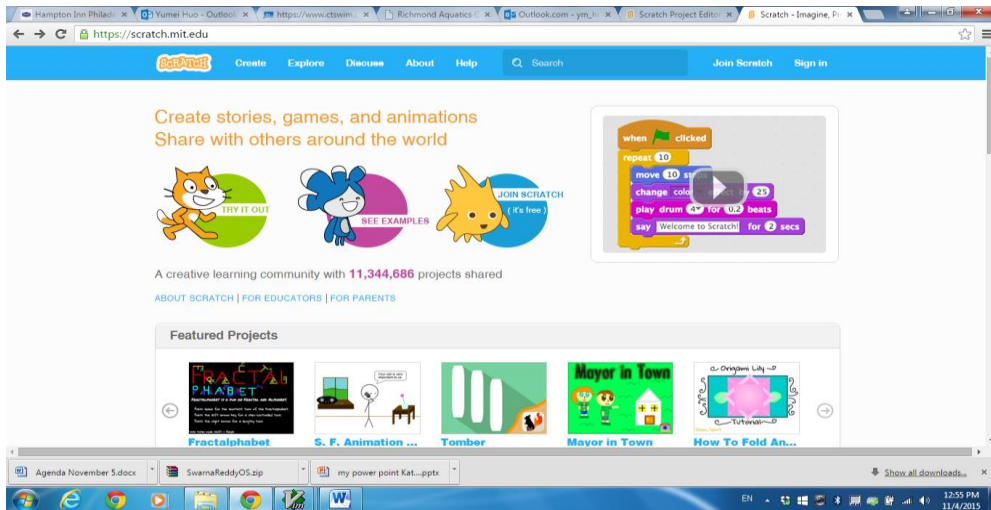
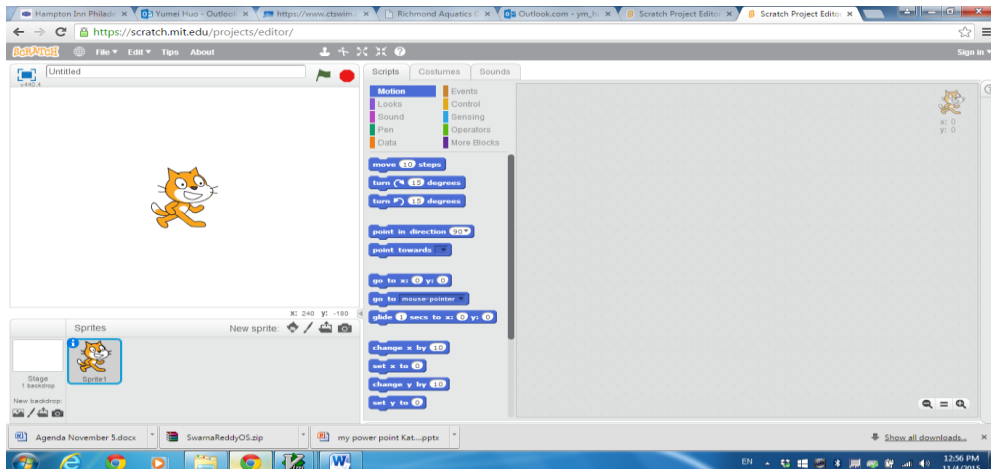


# Scratch programming Example (2): birthday card

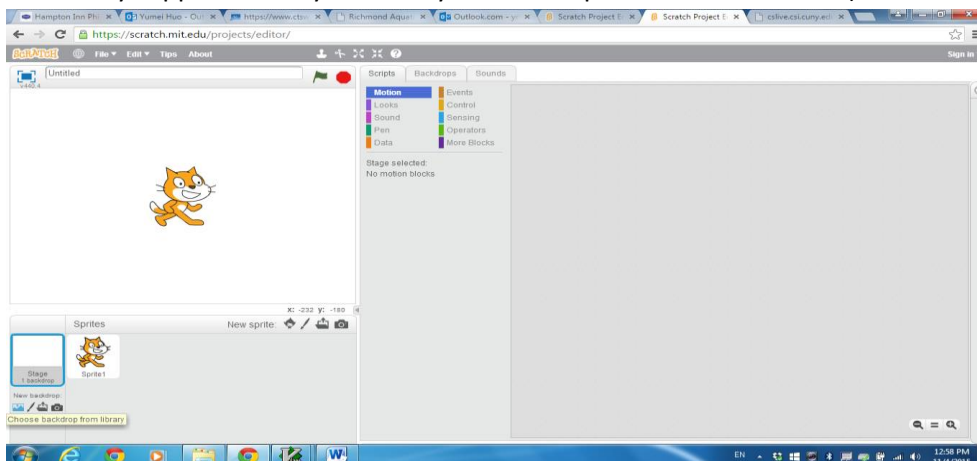
1. From the example (1), click back arrow on the top of web browser, leave that page and go back to the first page of scratch programming.



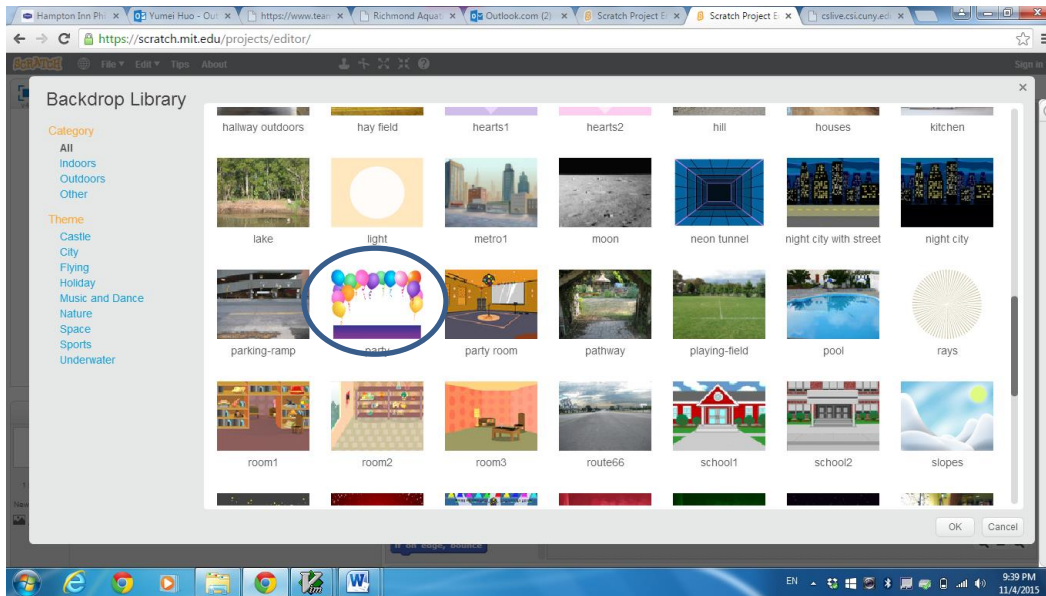
2. click "create" on the top of the menu On the bottom of the page.



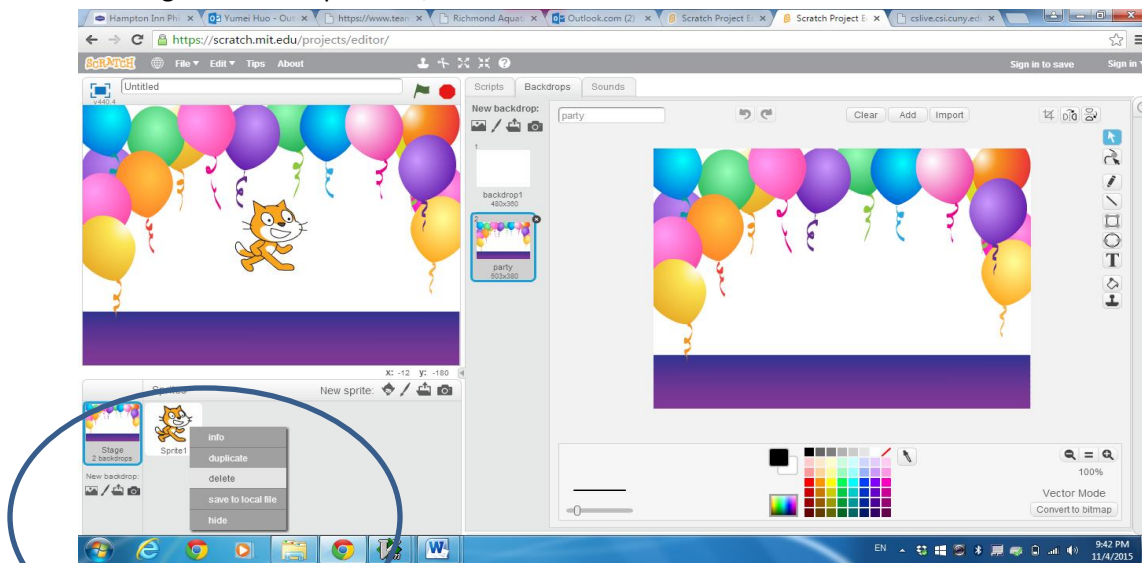
3. click "stage", and click the first button under the stage (You will see the text "choose a backdrop from the library" appear when you move your mouse pointer to this button.)



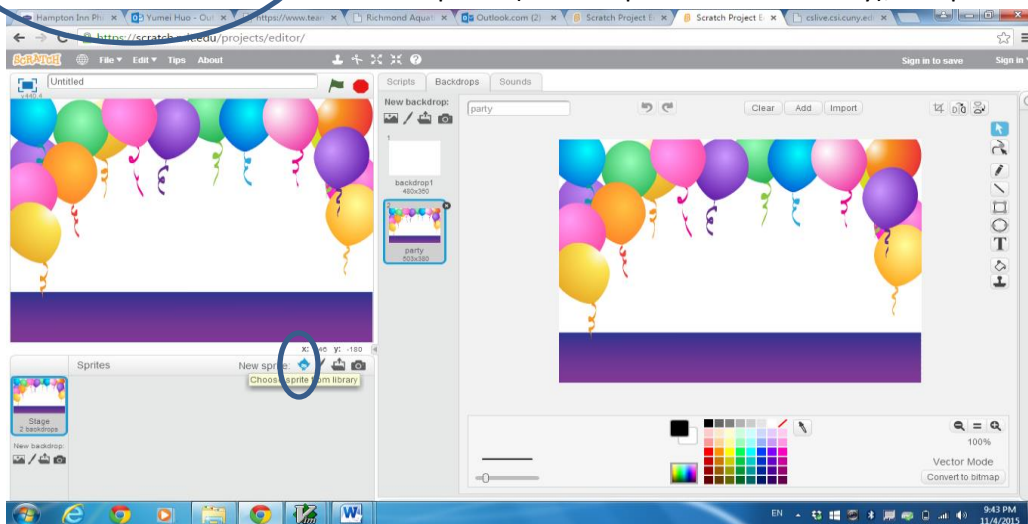
4. pick the backdrop named "party"

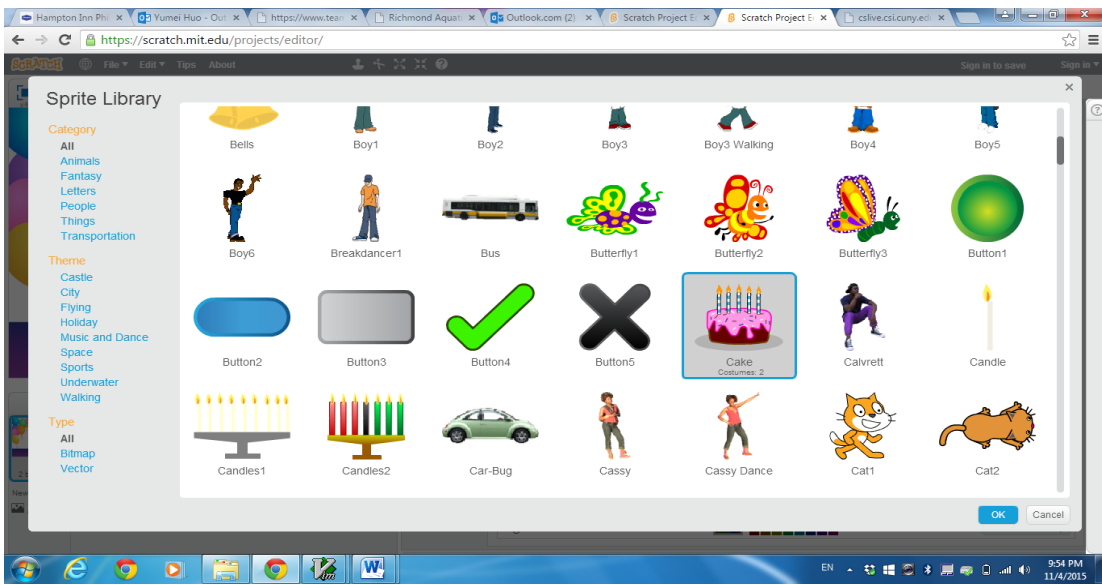


5. Then right click the sprite cat, and delete it.

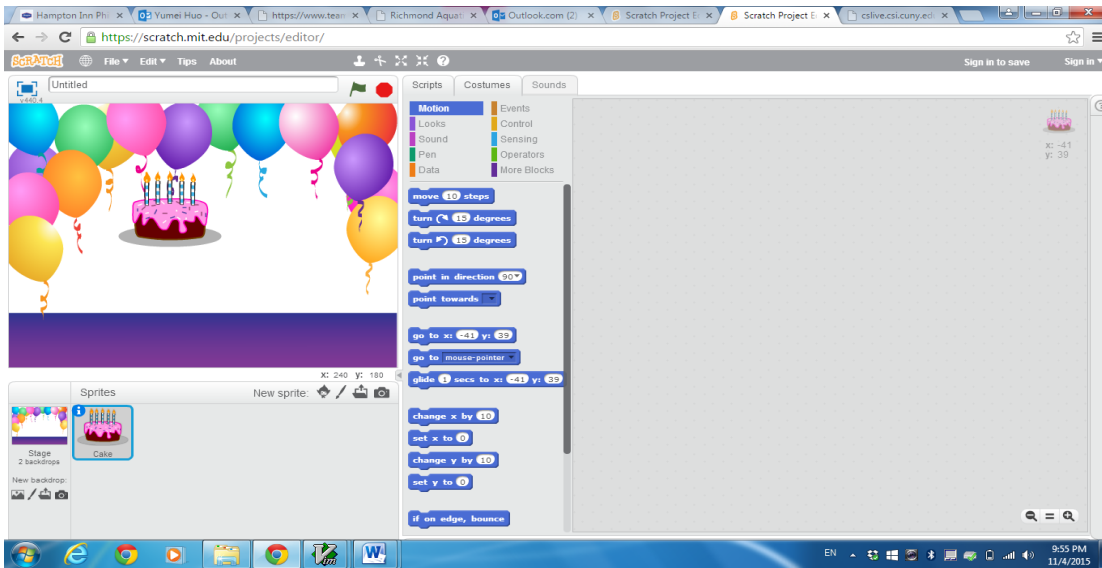


6. Then click the button next to "new sprite" (choose sprite from the library), and pick the sprite "cake".

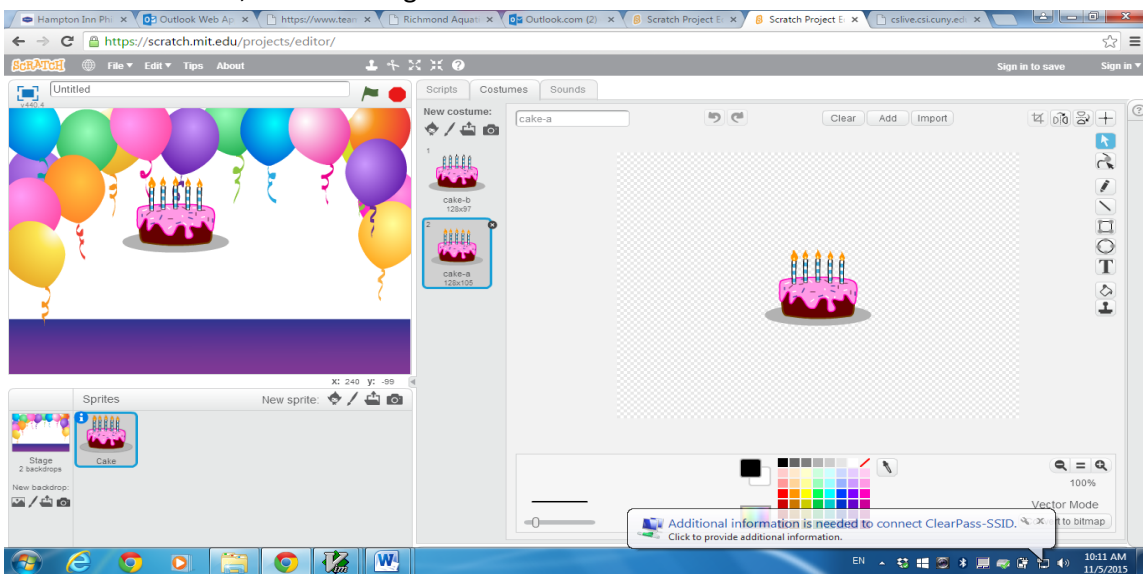




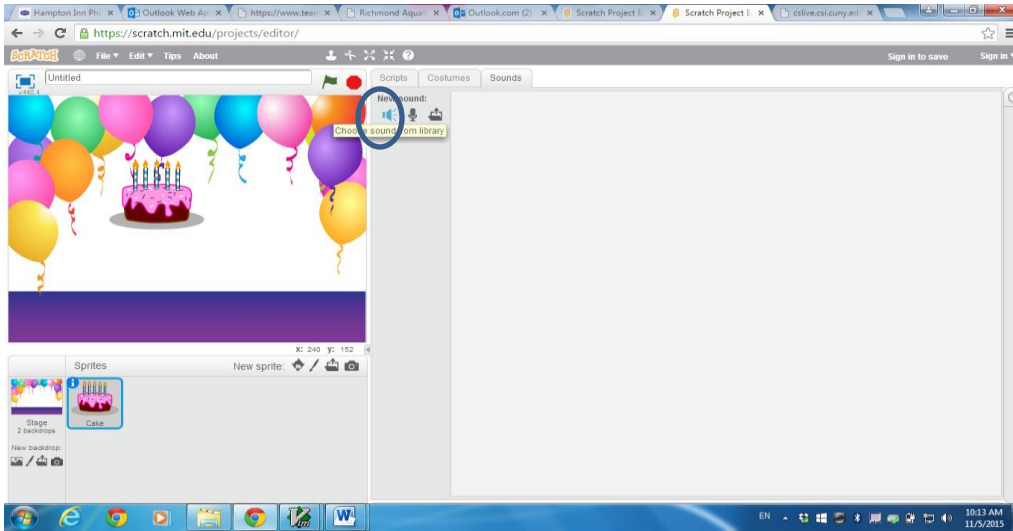
7. Then you will get the following:



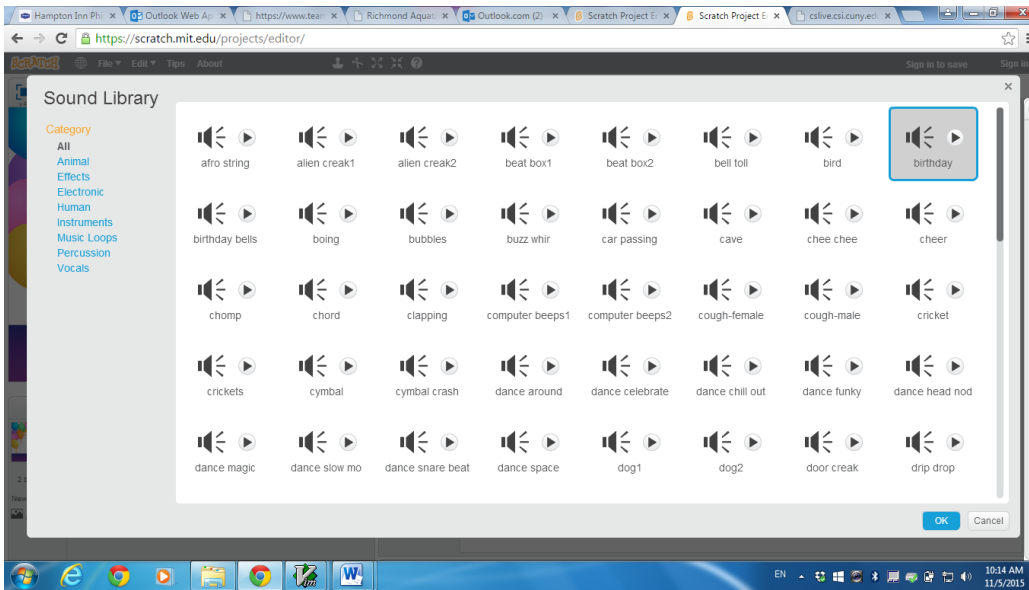
8. Click 'costumes' tab, click and drag cake-a below cake-b as follows:



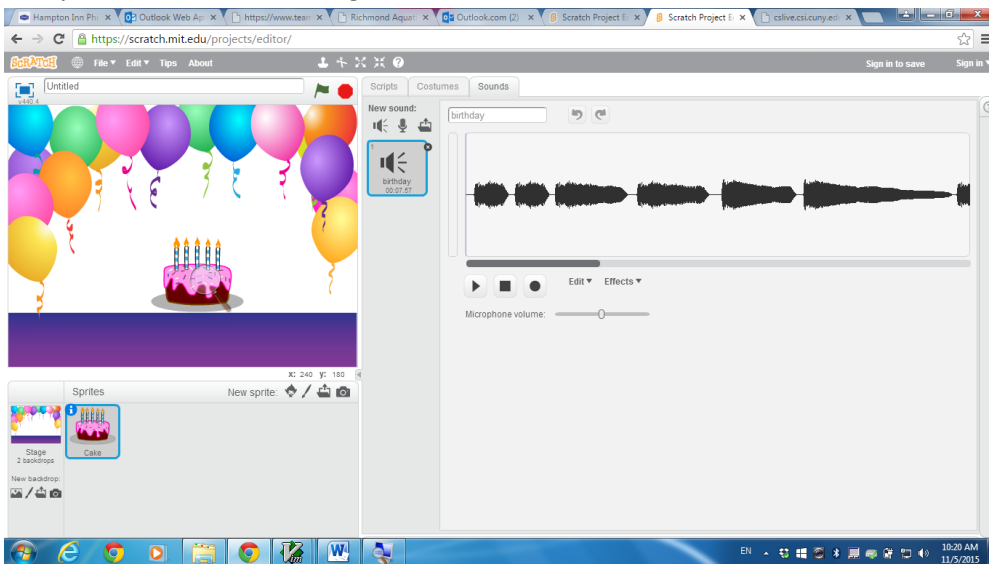
9. Click 'sound' tab, click the icon 'choose a sound from the library'.



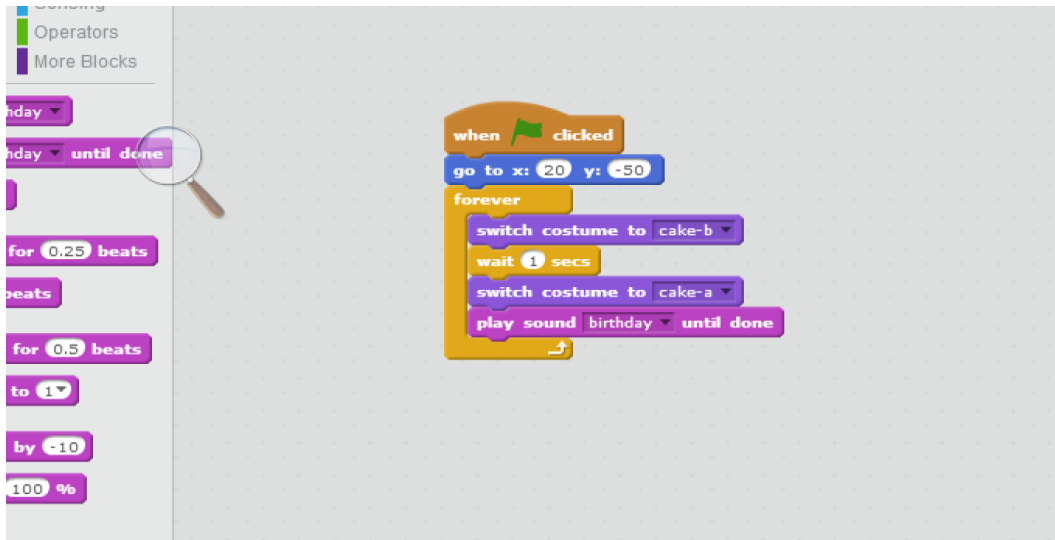
10. Pick the song of 'birthday'.



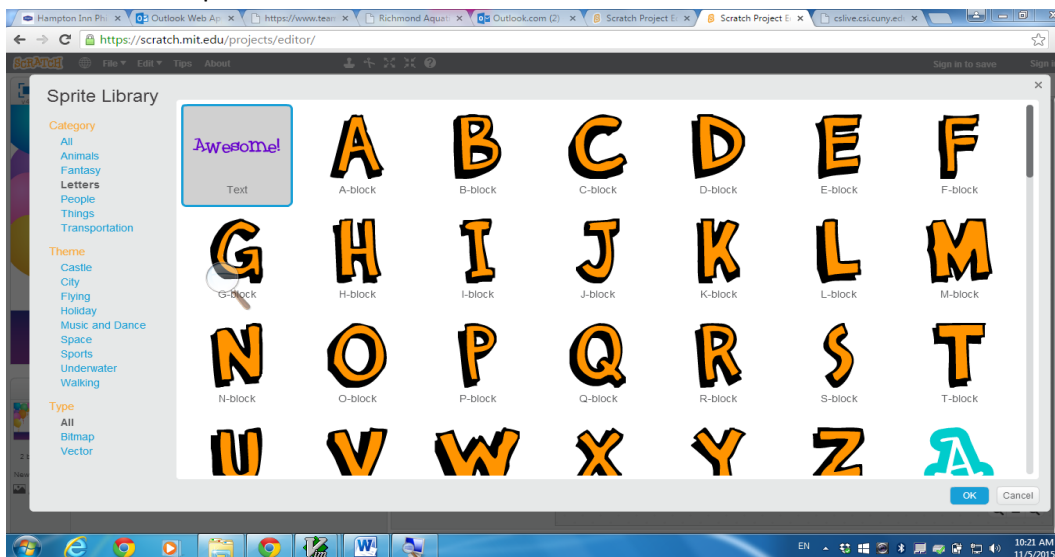
11. And you will see the following window:



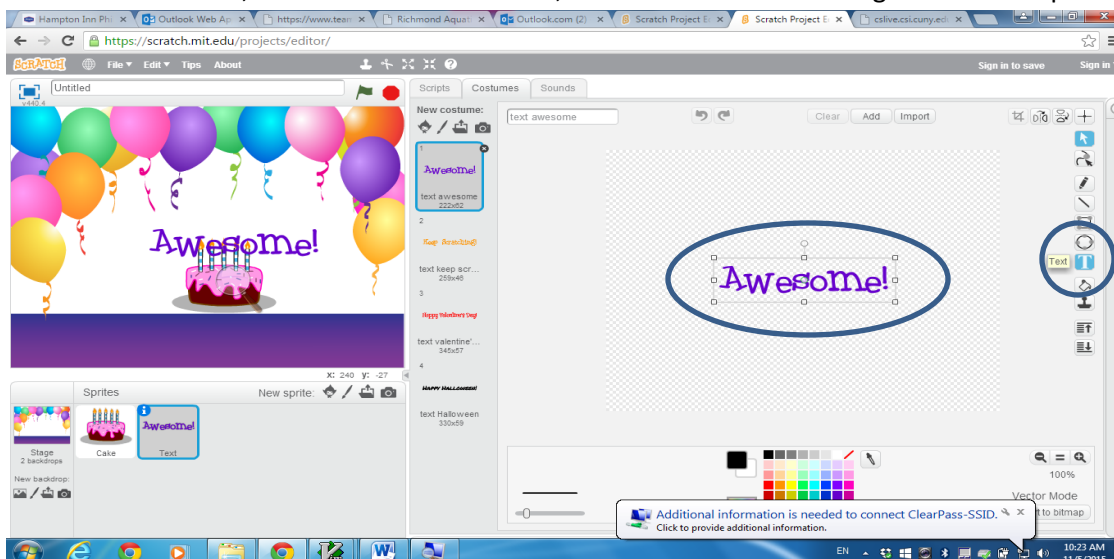
12. Click 'scripts' tab, drag the blocks as follows:



13. Then click the icon 'choose a sprite from the library' (as step 6 above), click 'Letters' category, and choose a 'Text' sprite.

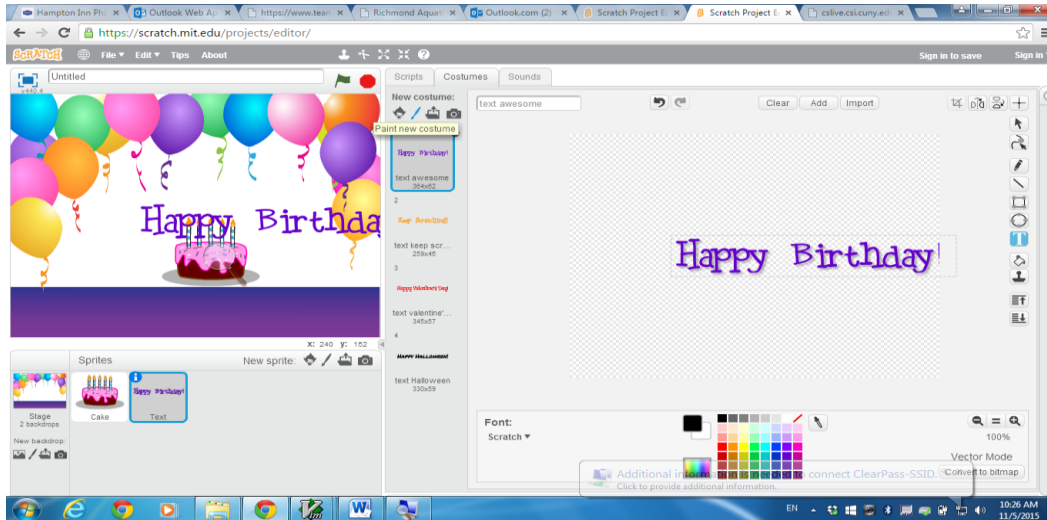


14. Click 'costumes' tab, click the text 'Awesome!', and click icon 'T' on the right side of the panel.

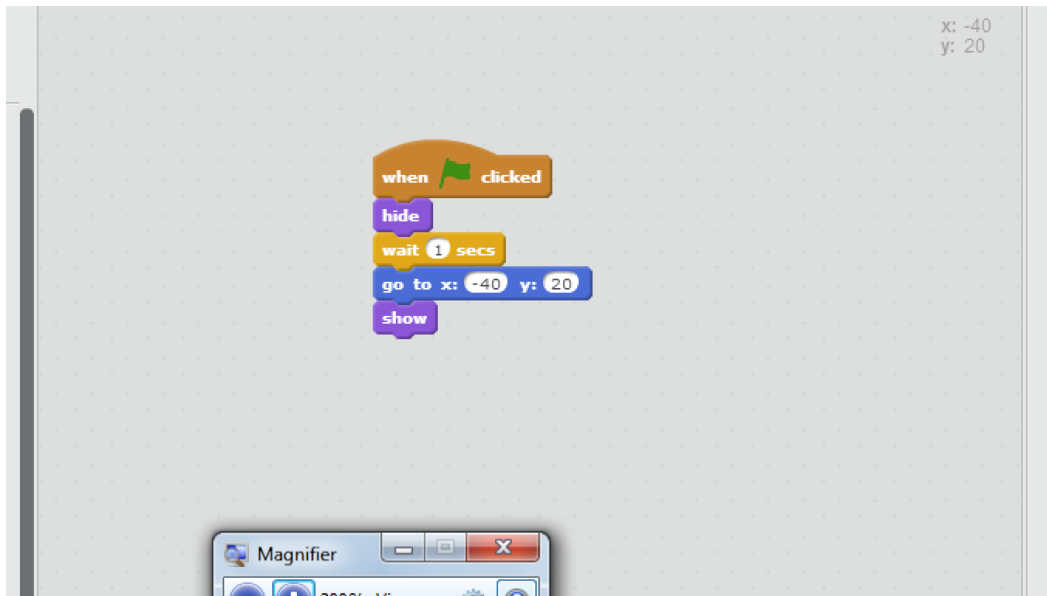




15. Change the word to “Happy Birthday!”.



16. Click 'Scripts' tab, and drag the blocks as follows:



17. Now you can click the icon of green flag to run your program.

