Concepts of Programming

Lesson 1

STARCODER

A Bit About the Class and Me

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Creating an Account

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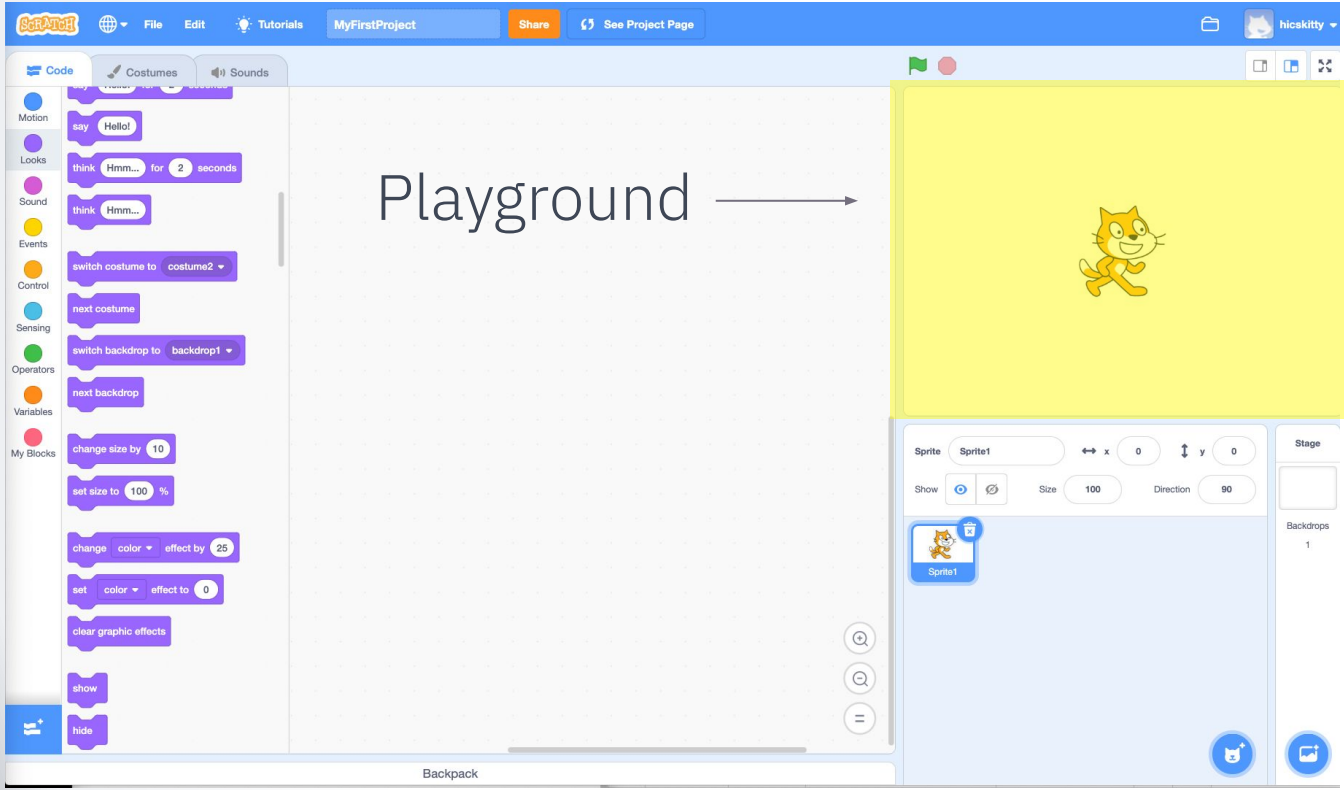
Layout of Scratch 3.0



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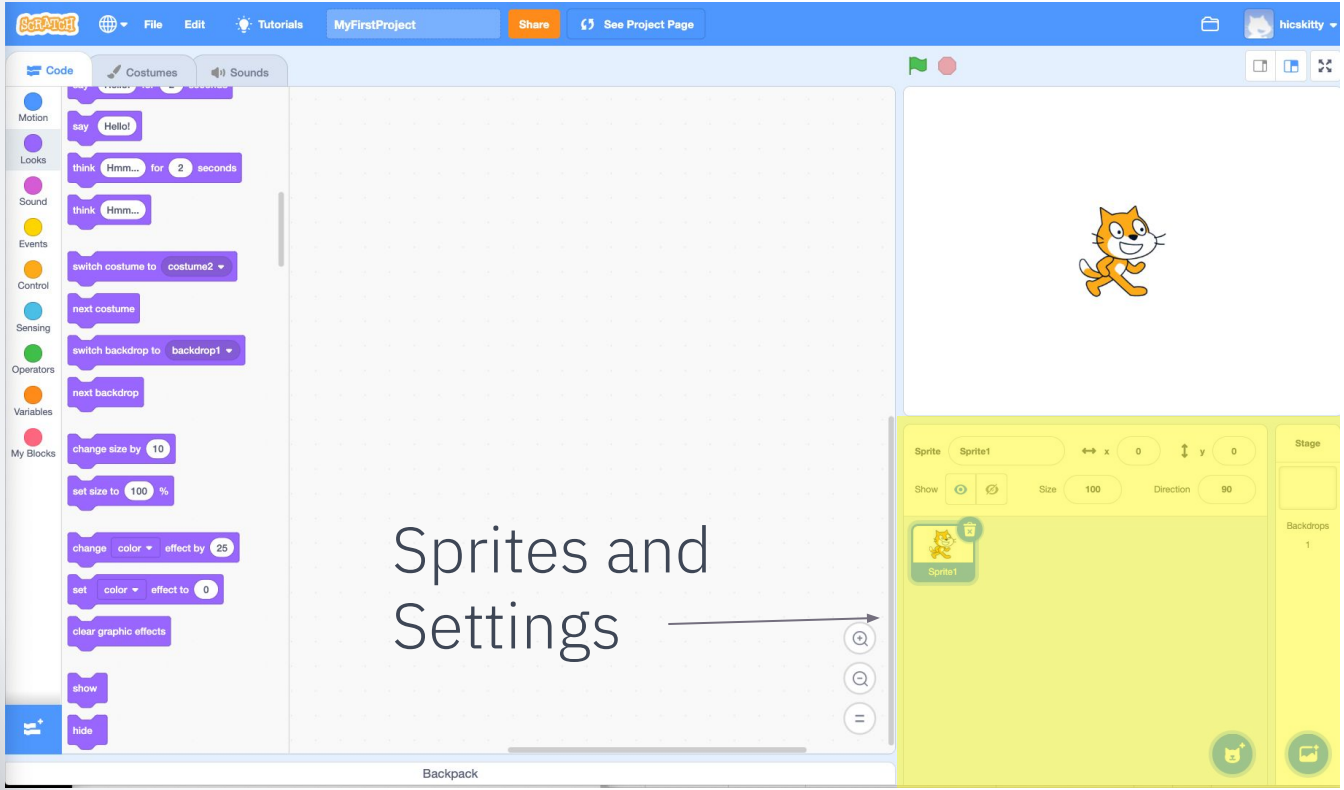
Layout of Scratch 3.0



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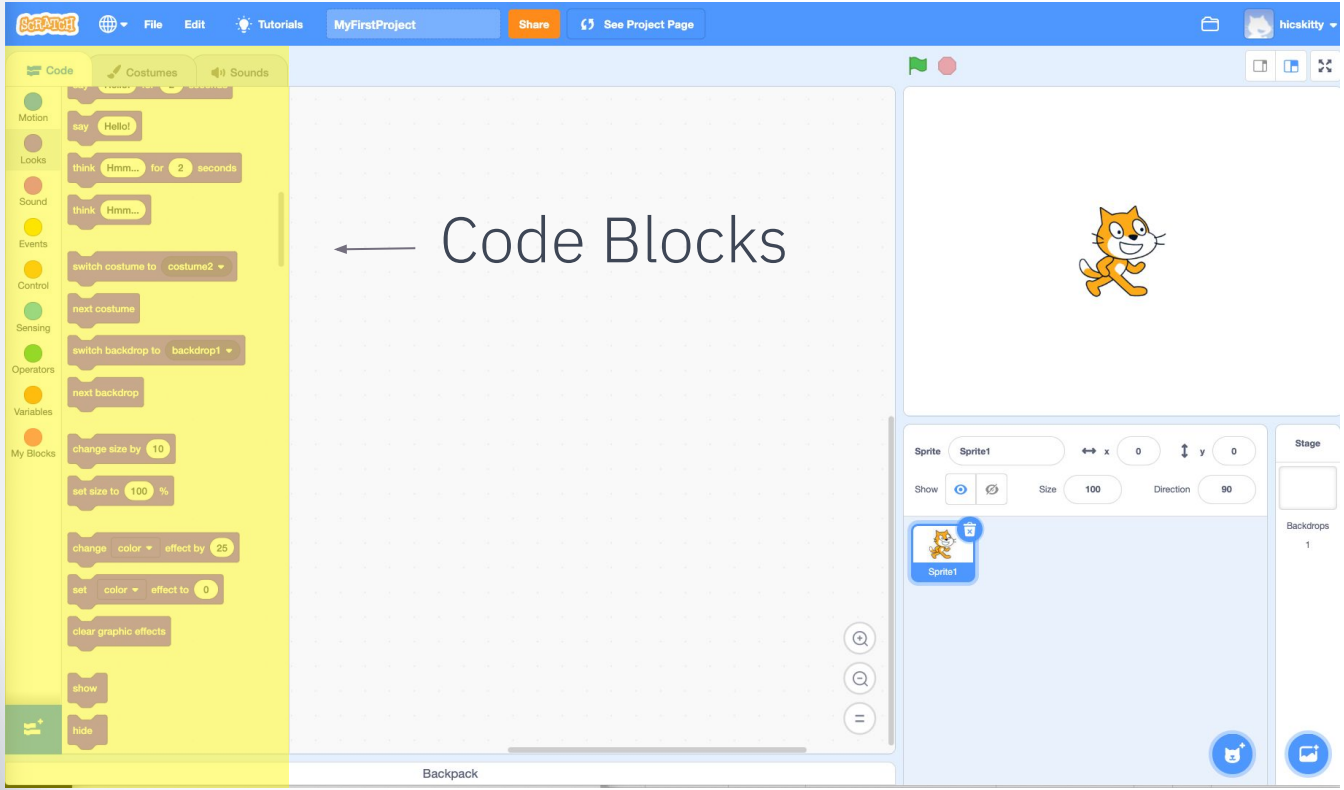
Layout of Scratch 3.0



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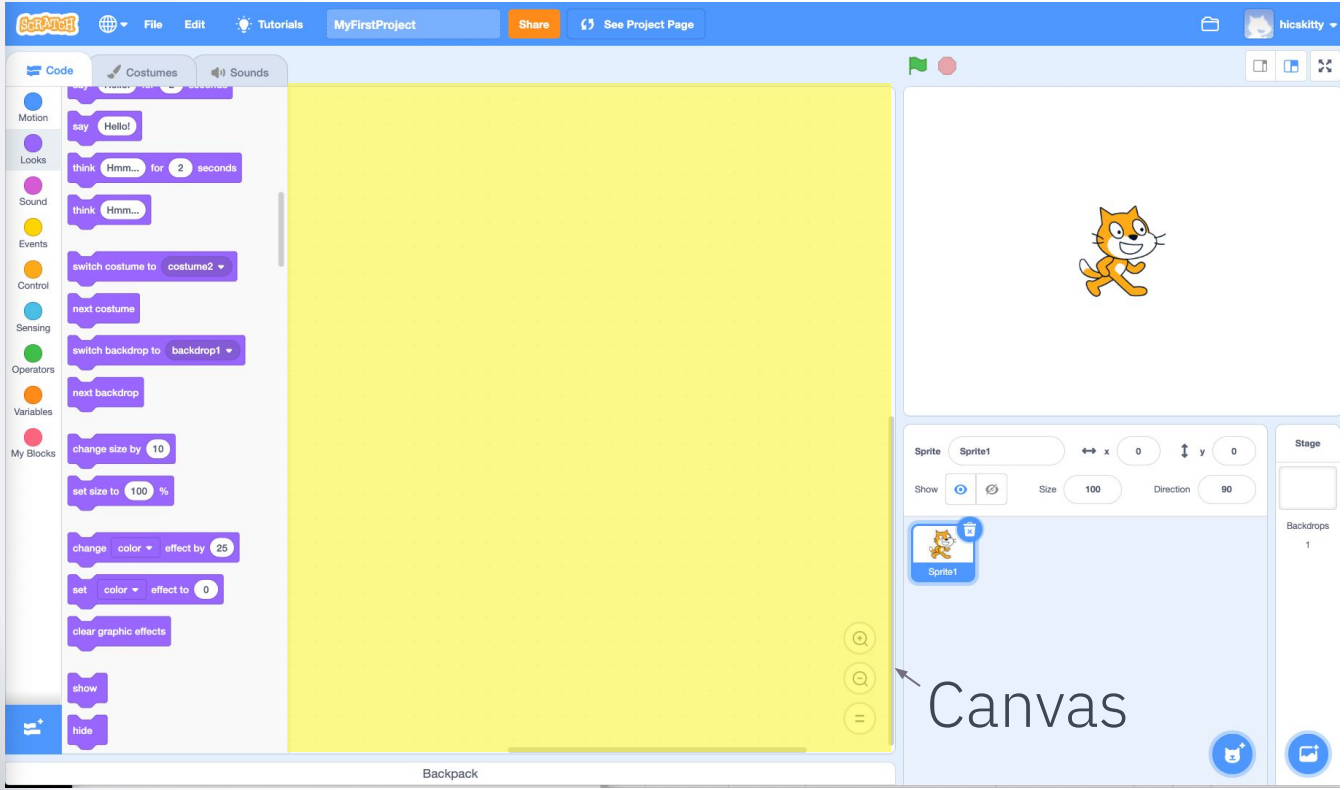
Layout of Scratch 3.0



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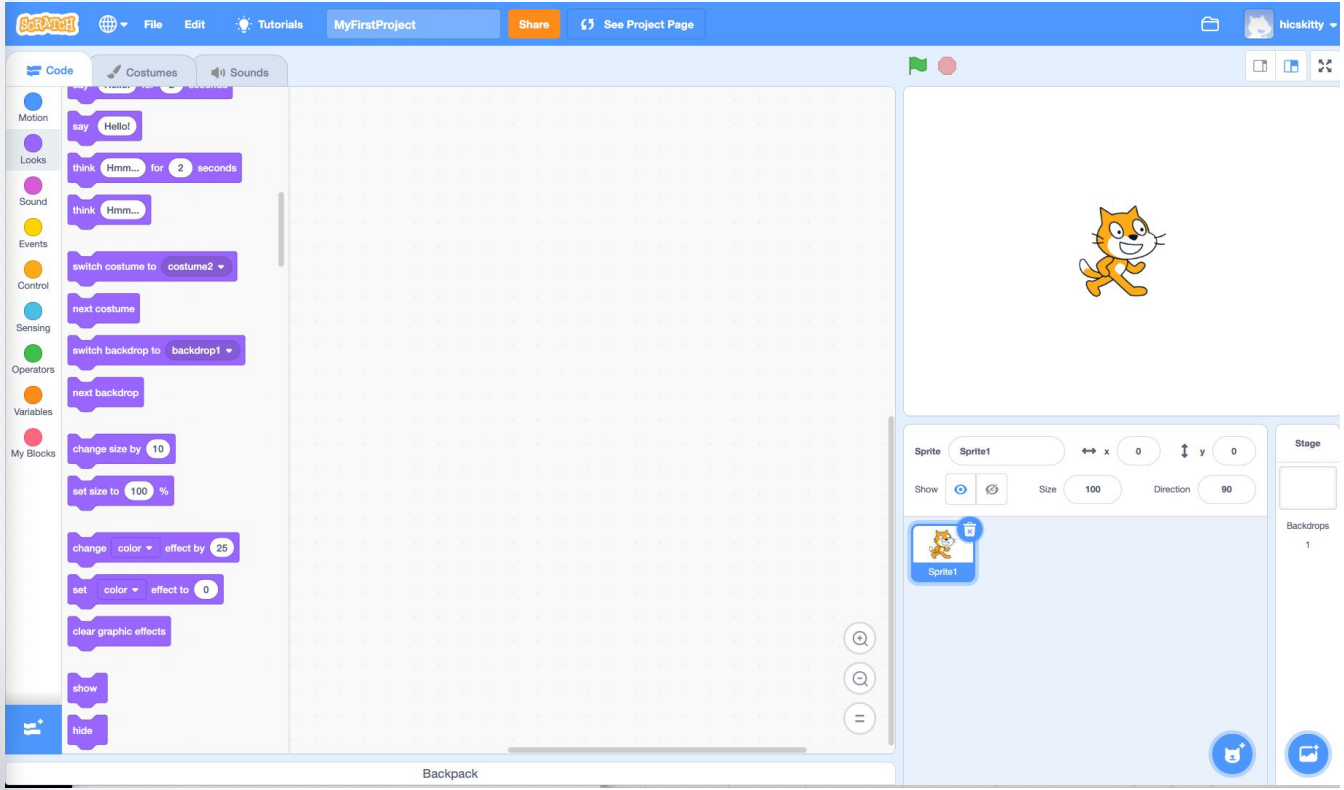
Layout of Scratch 3.0



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Project 1:
Move the Cat

Blocks Needed

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Blocks: Events

- Start

- Click Sprite

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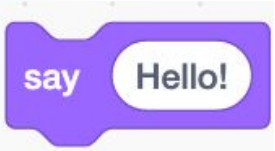
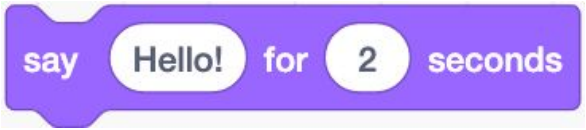
Blocks : Looks

- Say Something





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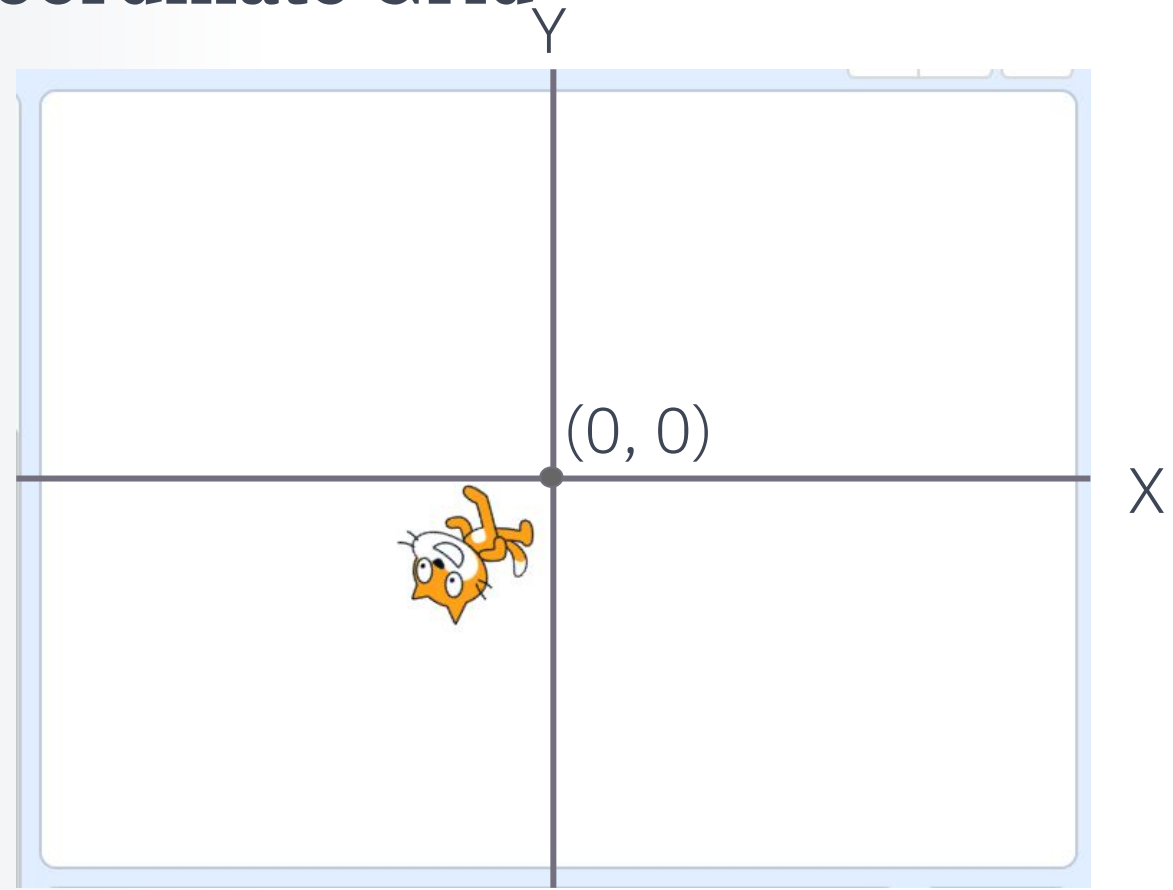
Coordinate Grid



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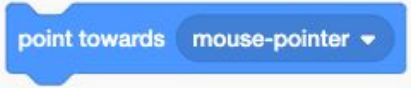
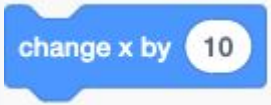
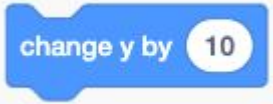
Blocks : Motion

- Change direction of sprite



- Increase x, y coordinate of sprite





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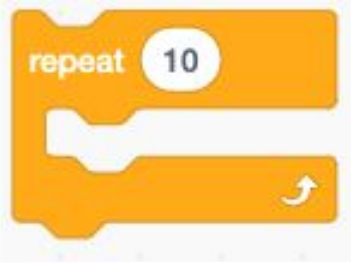
Blocks : Control

- Run 10 Times



- Run Forever

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Blocks : Control

- Wait for 1 second

- Stop Everything

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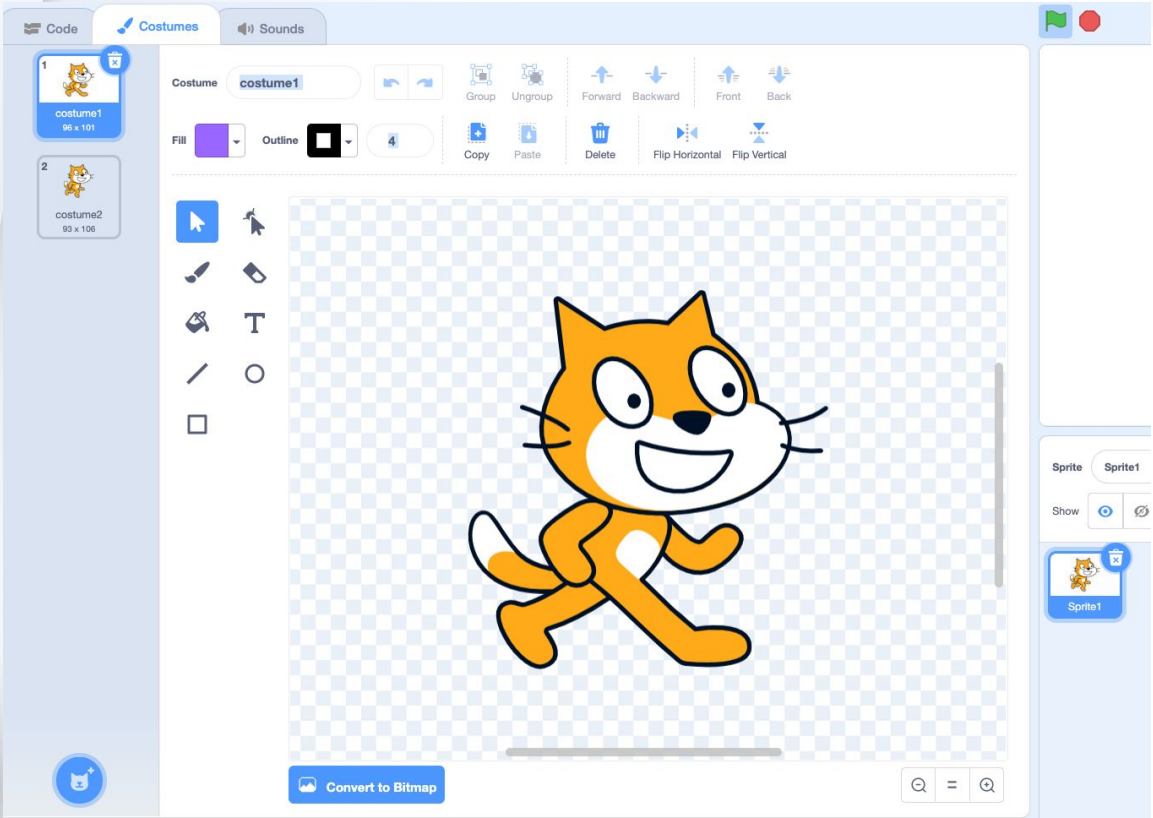
Looks : Costume

- Change to the next costume



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Project 1:
Move the Cat

Actual Project

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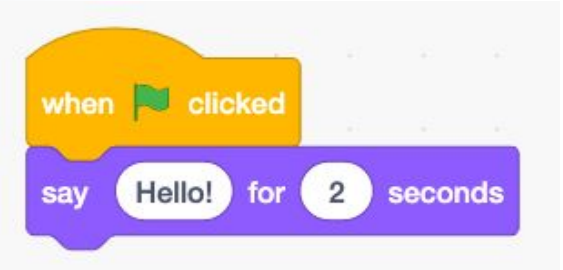
Start

- Say hello



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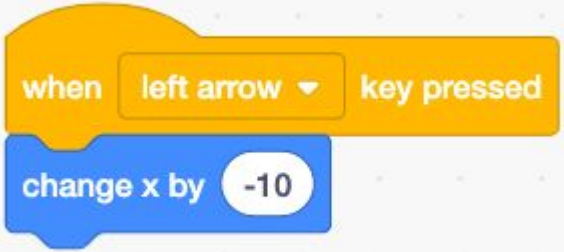
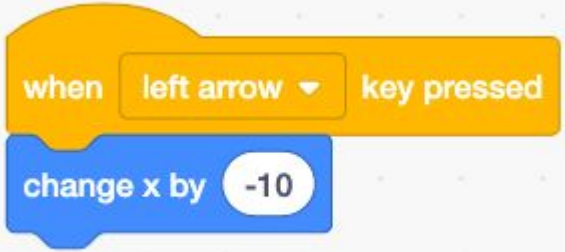
Moving Left and Right

- Left



- Right



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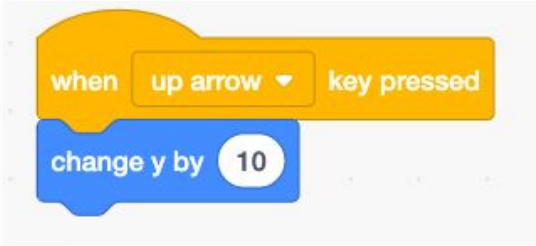
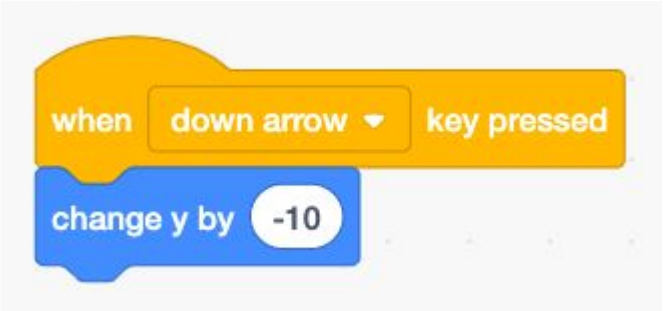
Moving Up and Down

- Up



- Down



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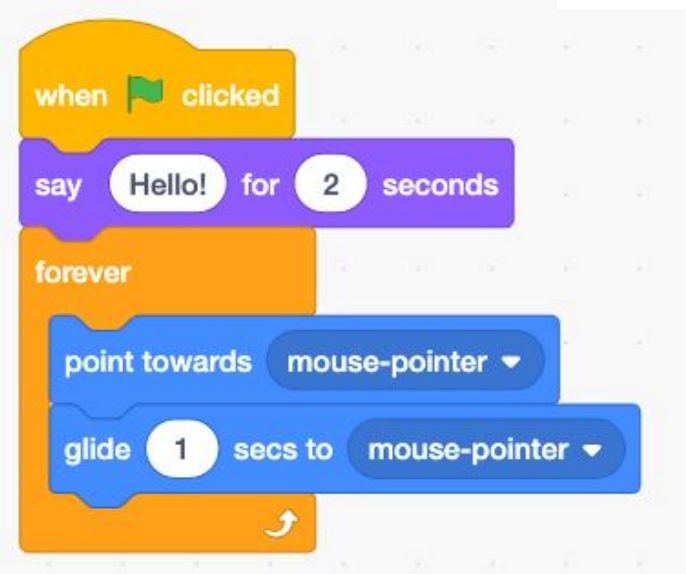
Main Moving

- Towards mouse



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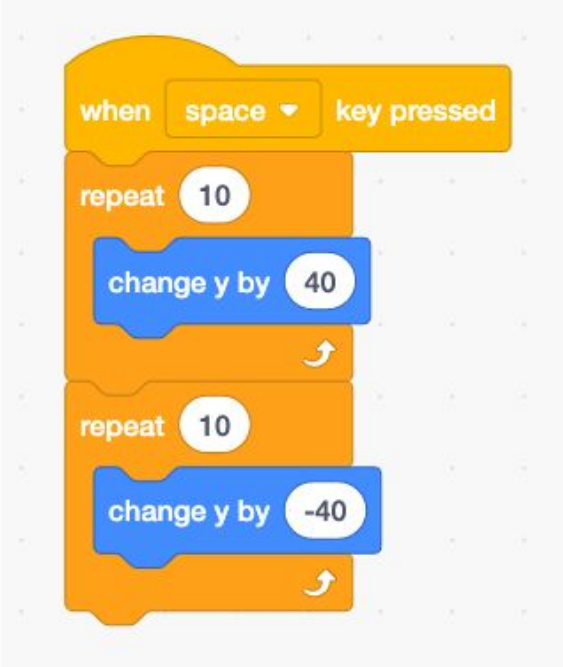
Jumping!

- Space Bar



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Walking

- Switch costumes

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End

- Stop all Block

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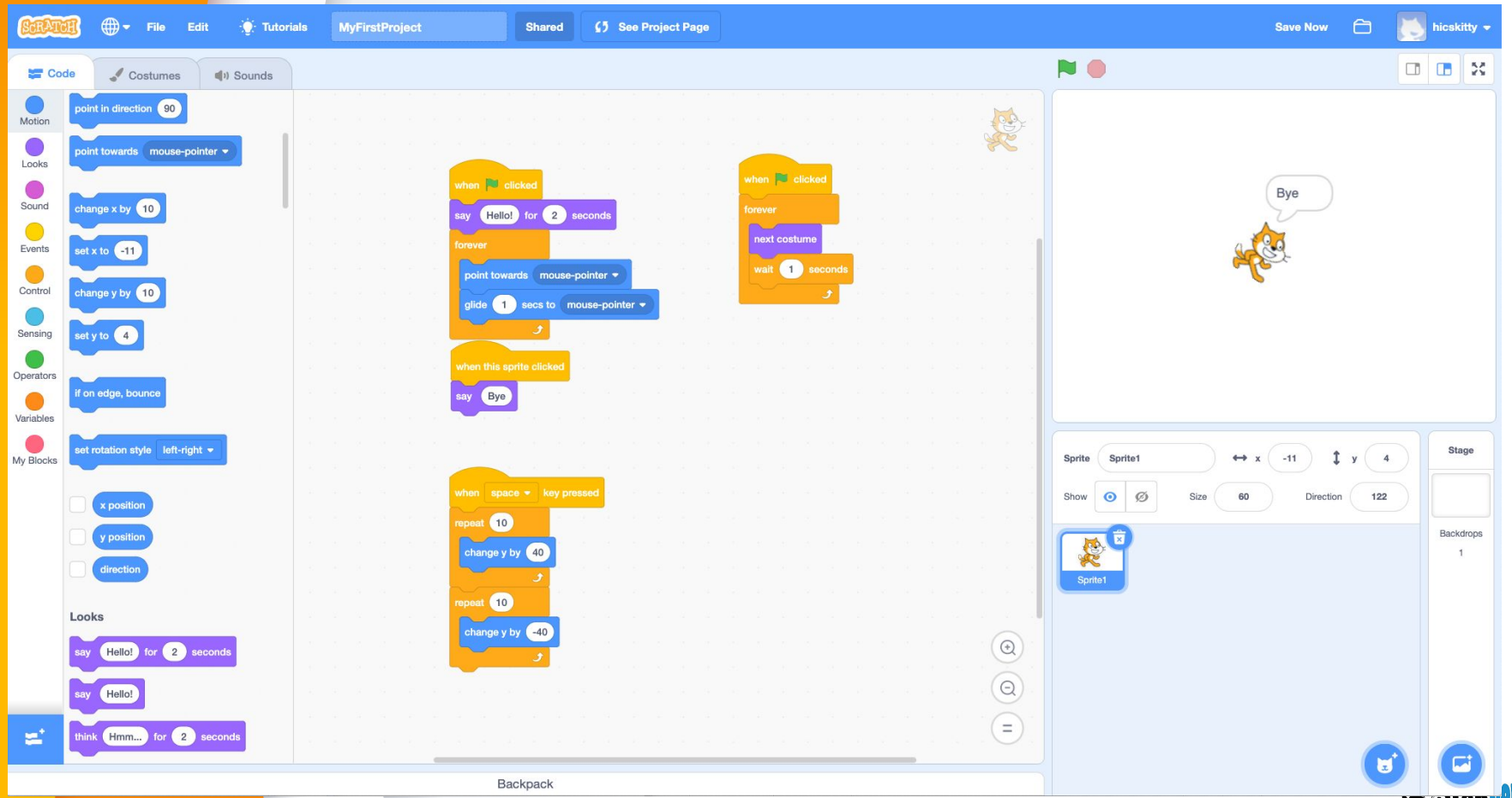
Move the Cat


File
Edit
Tutorials
MyFirstProject
Shared
See Project Page
Save Now
hicskitty
Code
Costumes
Sounds
Motion
Looks
Sound
Events
Control
Sensing
Operators
Variables
My Blocks
point in direction 90
point towards mouse-pointer
change x by 10
set x to -11
change y by 10
set y to 4
if on edge, bounce
set rotation style left-right
x position
y position
direction
Looks
say Hello! for 2 seconds
say Hello!
think Hmm... for 2 seconds
when clicked
say Hello! for 2 seconds
forever
point towards mouse-pointer
glide 1 secs to mouse-pointer
when this sprite clicked
say Bye
when space key pressed
repeat 10
change y by 40
repeat 10
change y by -40
when clicked
forever
next costume
wait 1 seconds
Bye
Sprite
Sprite1
x -11
y 4
Show
Size 60
Direction 122
Stage
Backdrops 1
Backpack