

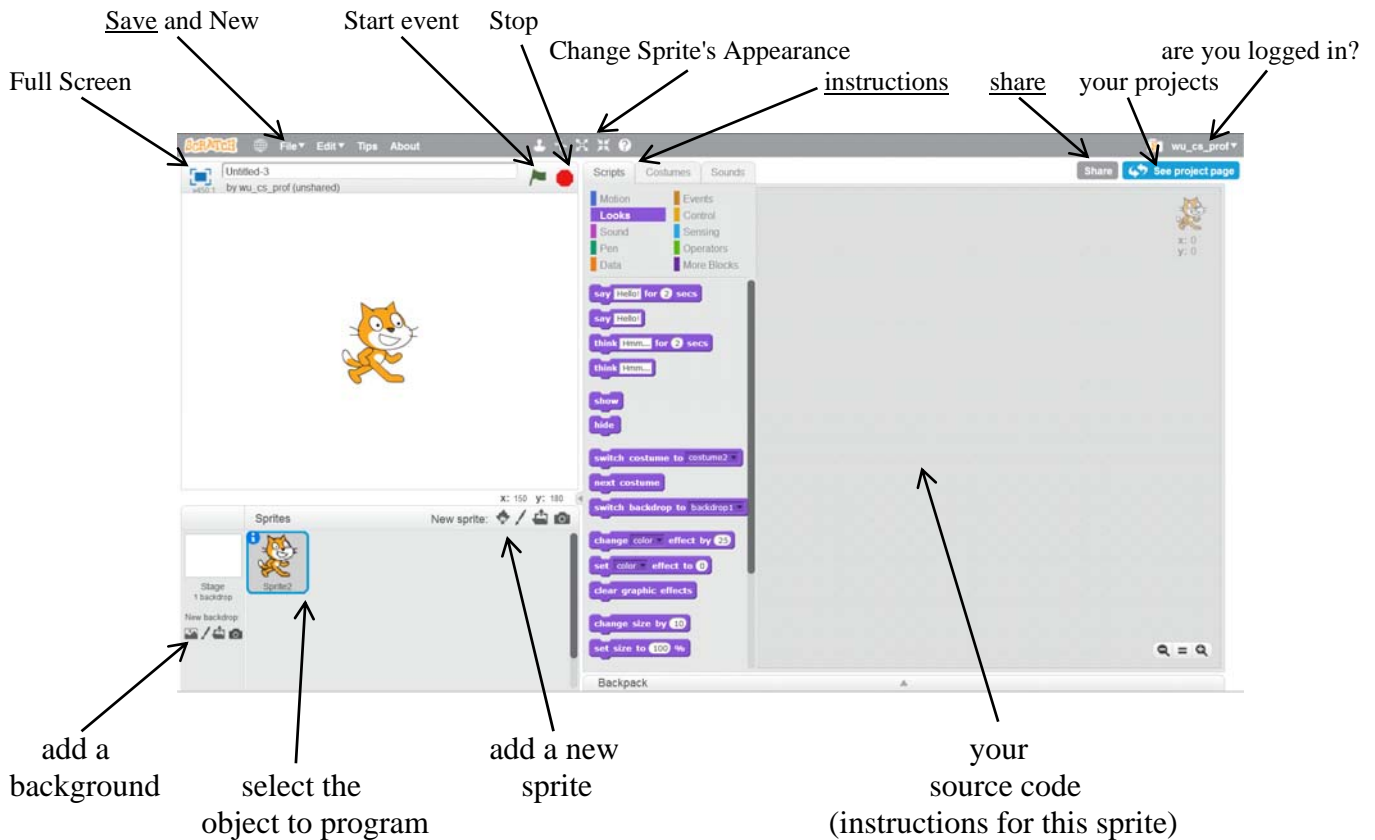
# Scratch Lecture Notes

## CSCI 101 - Dannelly's Sections

scratch.mit.edu

### Overview of the Screen

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### Saving

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1. create an account
  - remember your username and password
  - if you use your home computer, the browser will remember your username and password
2. confirm account via link in the emailed message
3. click File -> Save
4. be sure to also **"Share" your project** so that I can see it
5. Submit your URLs for homeworks 2 and 3 via Blackboard so I can run your project and view your source code.

## Actions for Sprites

### Motions

- move 10 steps - just goes forward in current direction
- turn 15 degrees - change directions
- change x by 10 - move to right, regardless of direction object is pointing

### Control

- repeat 10 - do these instructions 10 times
- forever - do these things forever
- if then - only do these instructions if this condition is true

### Sensing and Operators

determine if the sprite is doing something, like touching the edge or another sprite

### Events

it is helpful to the user to use the Green Flag to start a sequence of instructions  
the program can also run specific instructions for different keys, like the arrow keys

## In-Class Example: Chase the Ball

