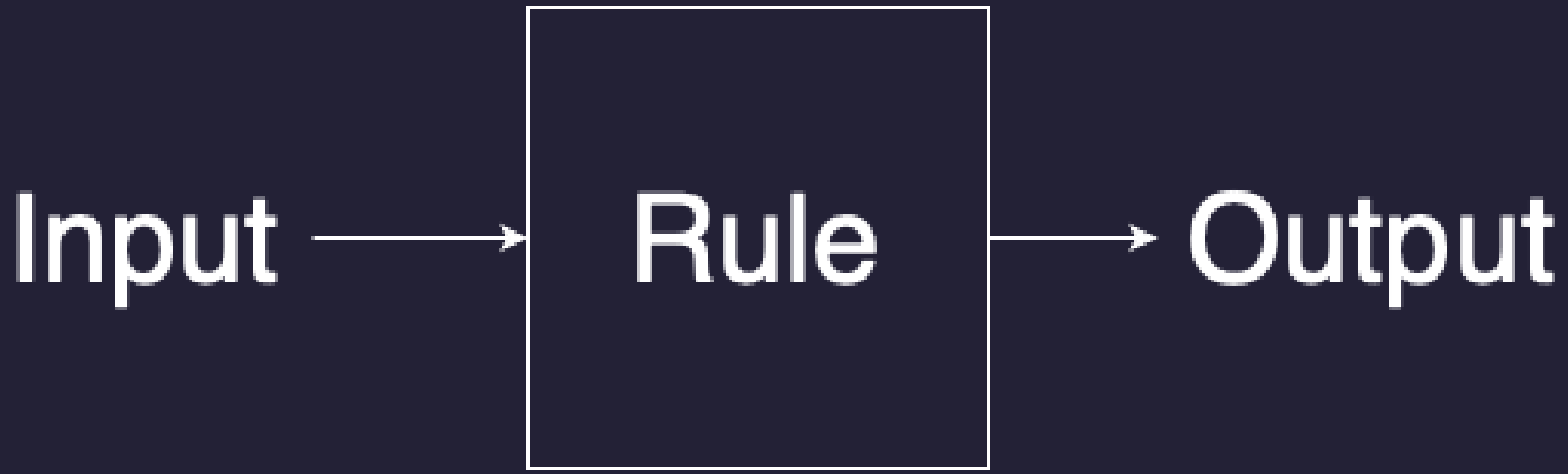
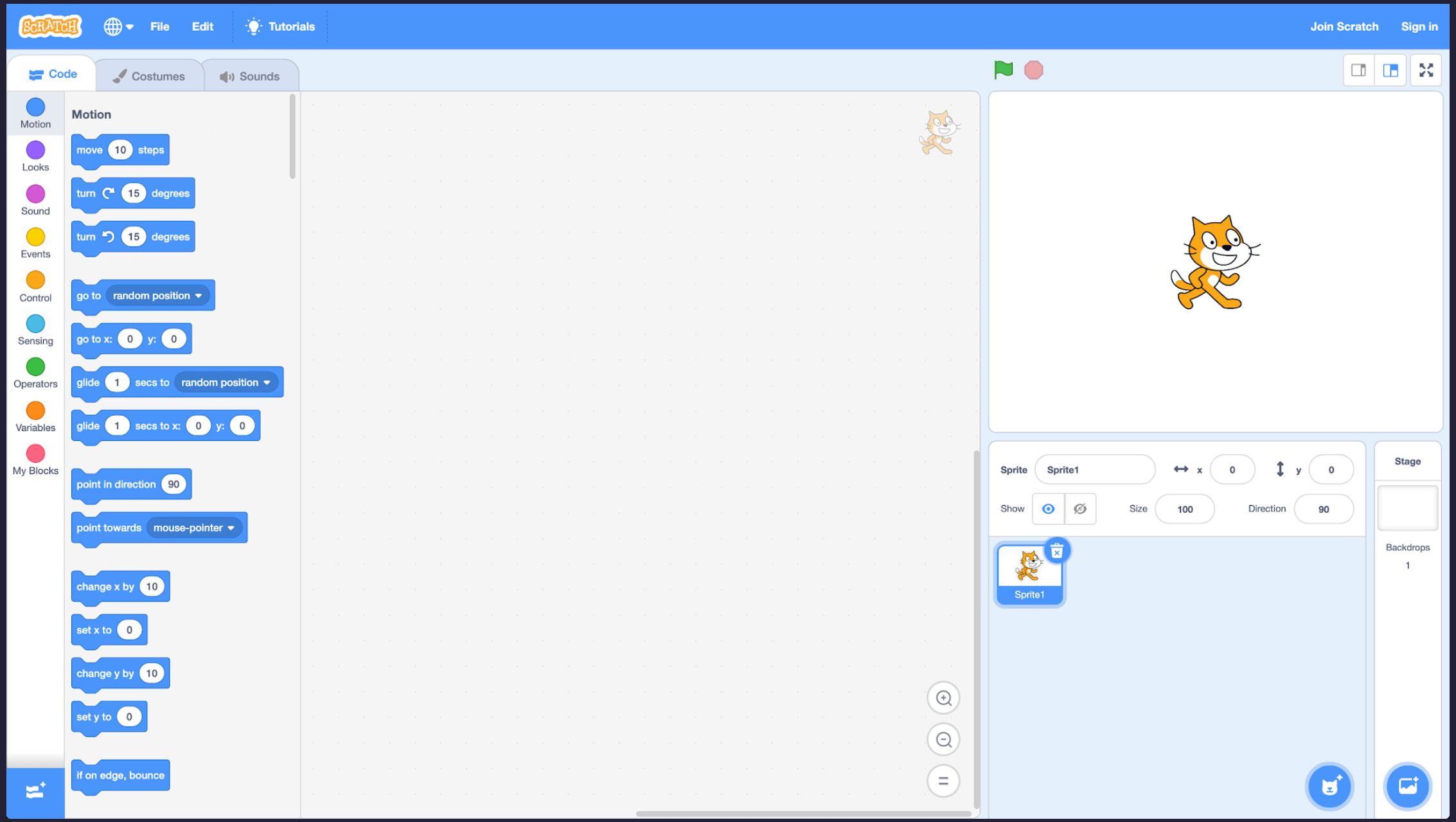
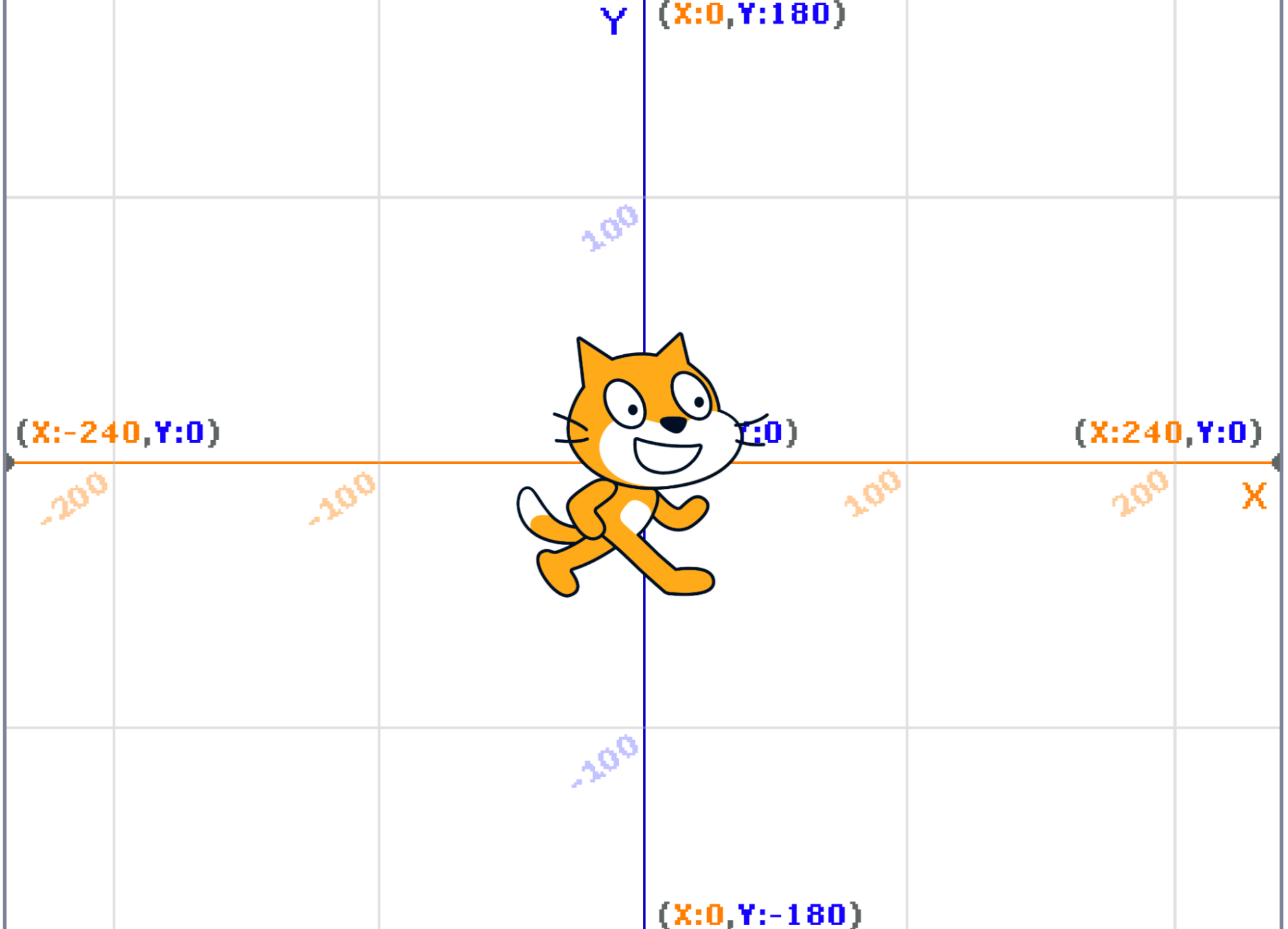
Pseudocode

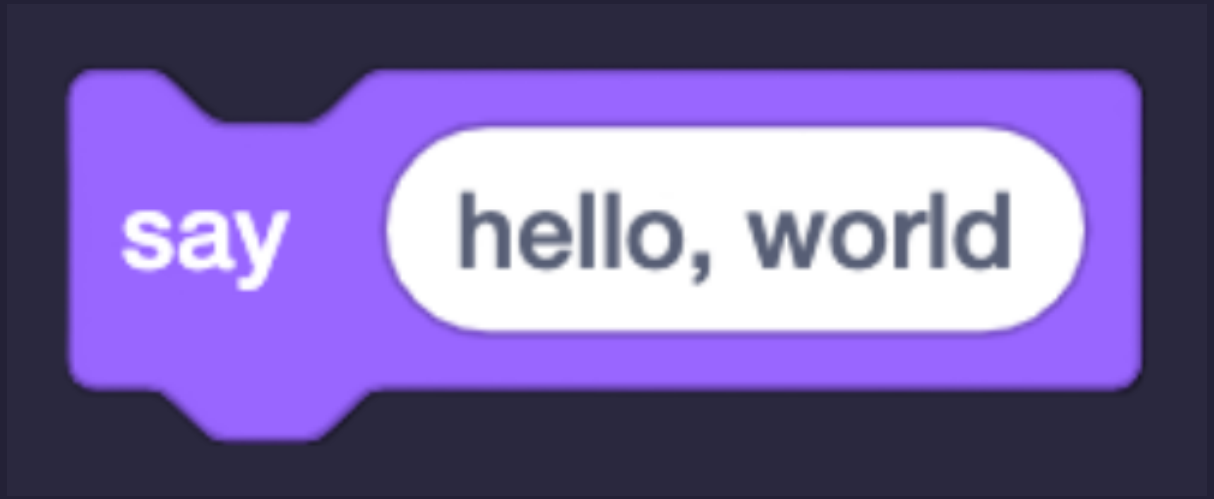

Input
Rule
Output

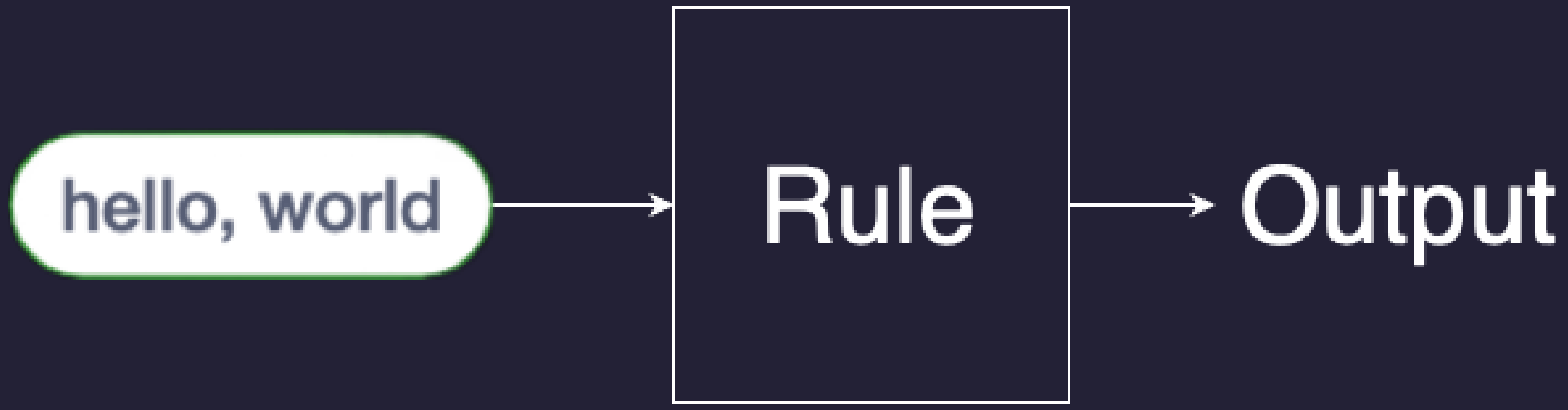
Scratch (scratch.mit.edu)

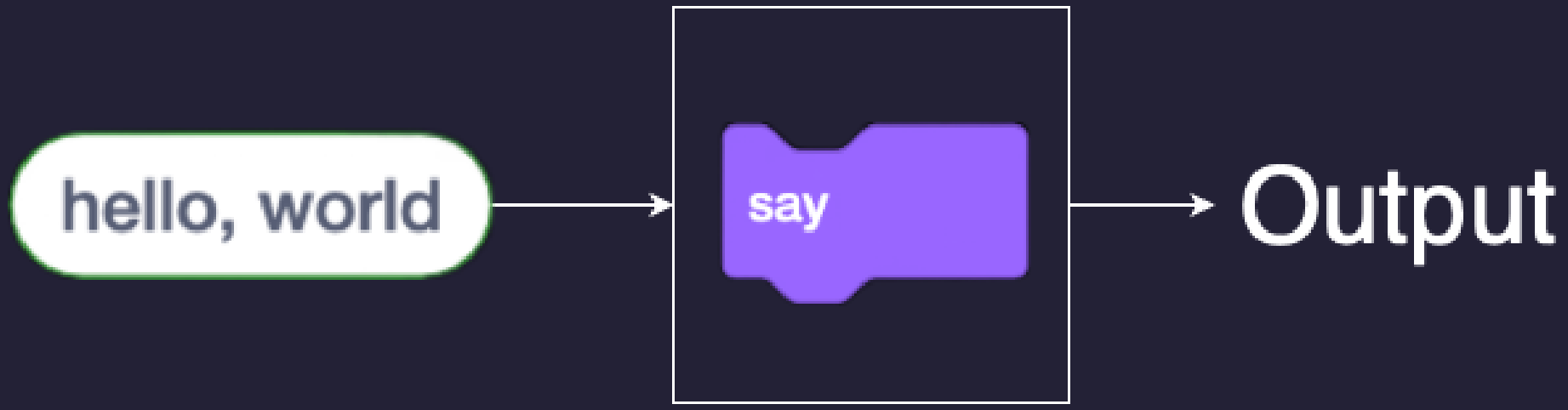

File
Edit
Tutorials
Join Scratch
Sign in
Code
Costumes
Sounds
Motion
Looks
Sound
Events
Control
Sensing
Operators
Variables
My Blocks
Motion
move 10 steps
turn 15 degrees
turn 15 degrees
go to random position
go to x: 0 y: 0
glide 1 secs to random position
glide 1 secs to x: 0 y: 0
point in direction 90
point towards mouse-pointer
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
Sprite
Sprite1
x
0
y
0
Show
Size
100
Direction
90
Sprite1
Stage
Backdrops
1


Y
(X:0,Y:180)
100
(X:-240,Y:0)
:0)
(X:240,Y:0)
-200
-100
100
200
X
-100
(X:0,Y:-180)

Scratch 1 - Hello world

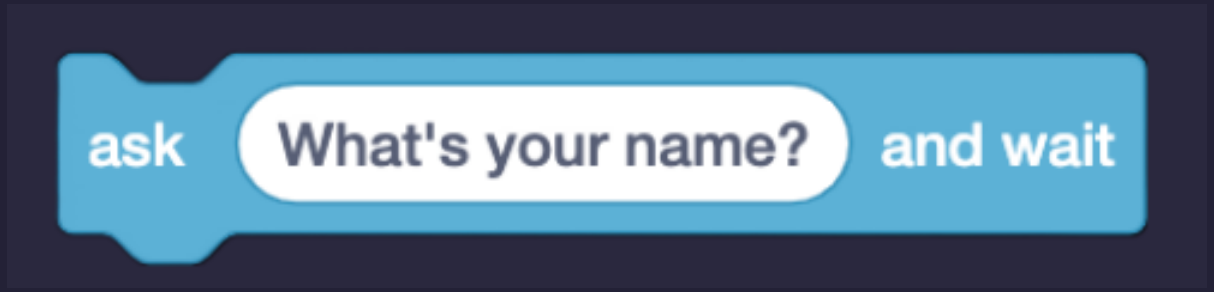

say
hello, world

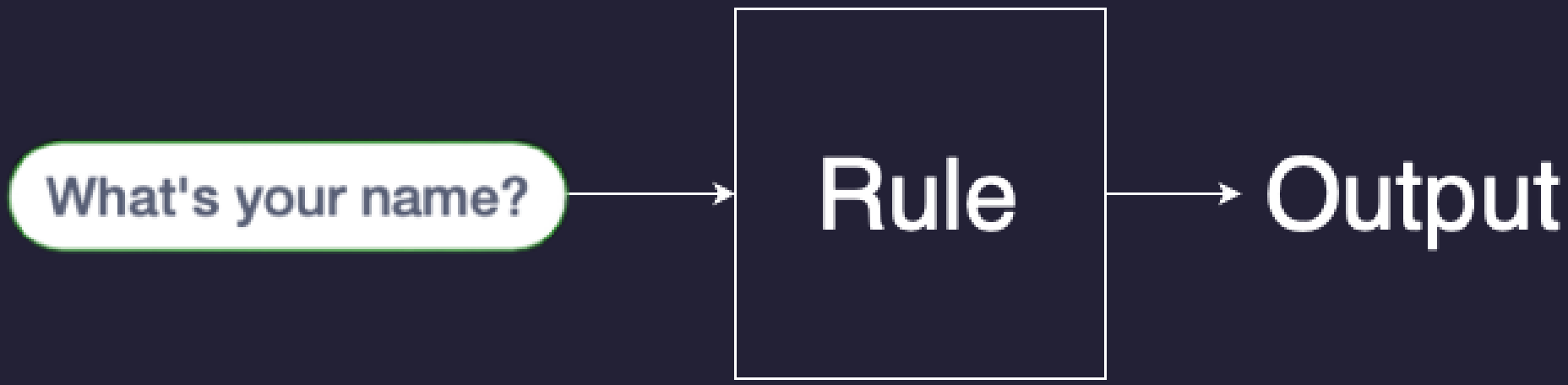

hello, world
Rule
Output

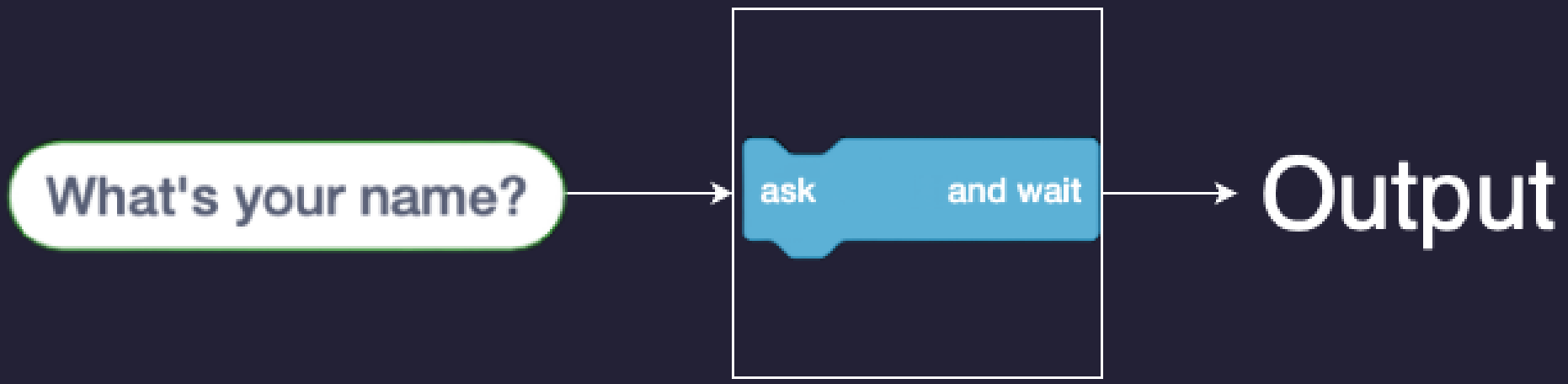

hello, world
say
Output

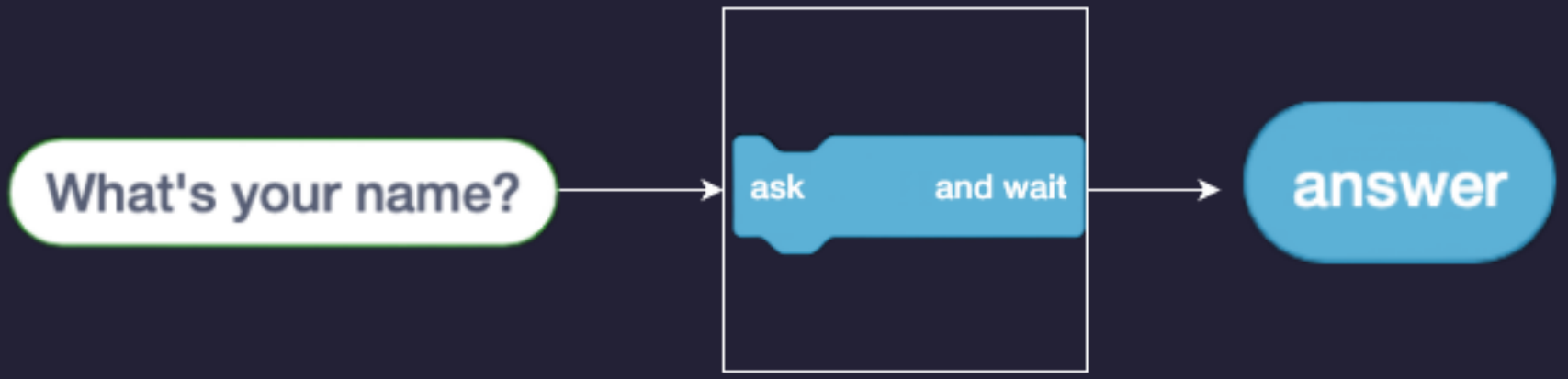
hello, world
say
hello, world

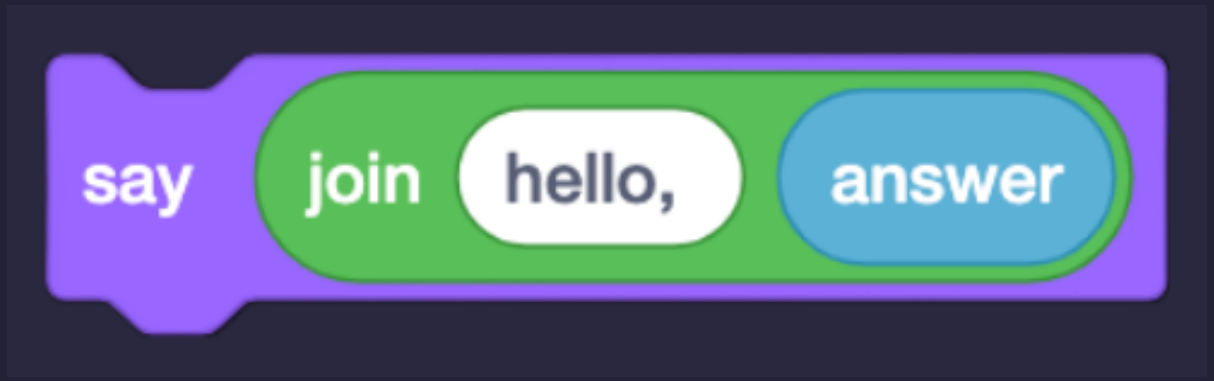
Scratch 2 - What's your name

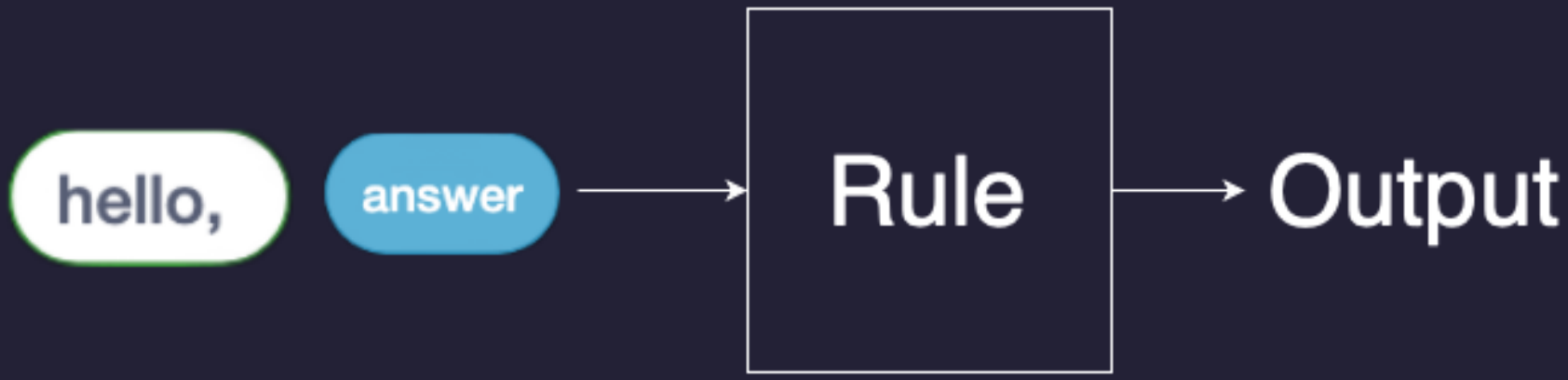

ask
What's your name?
and wait

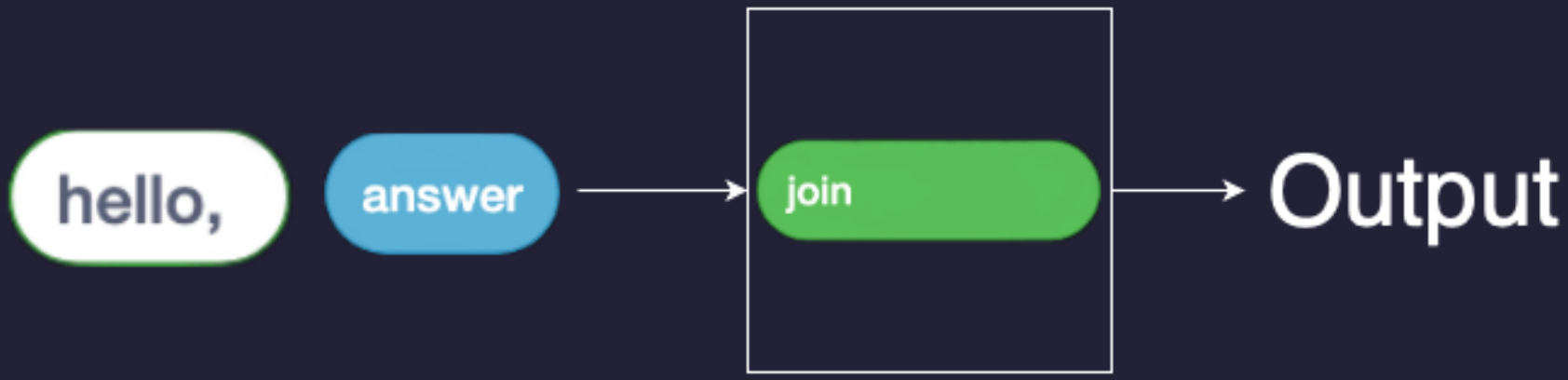

What's your name?
Rule
Output

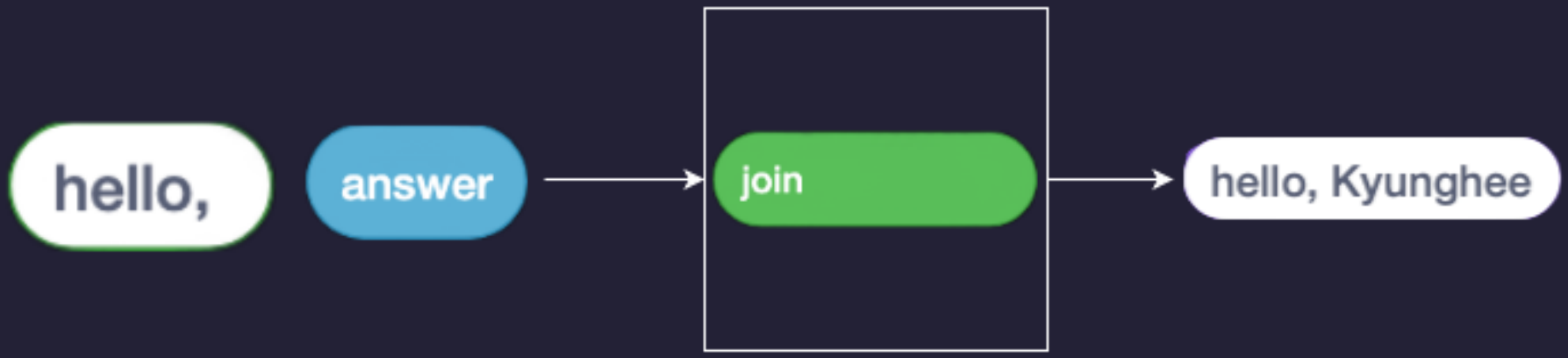

What's your name?
ask
and wait
Output

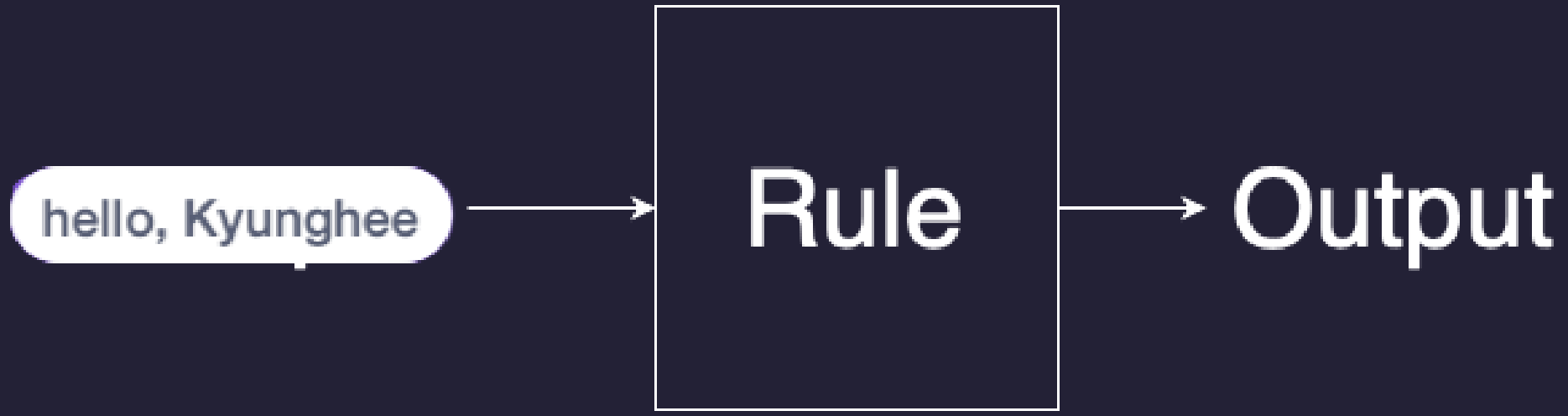

What's your name?
ask
and wait
answer

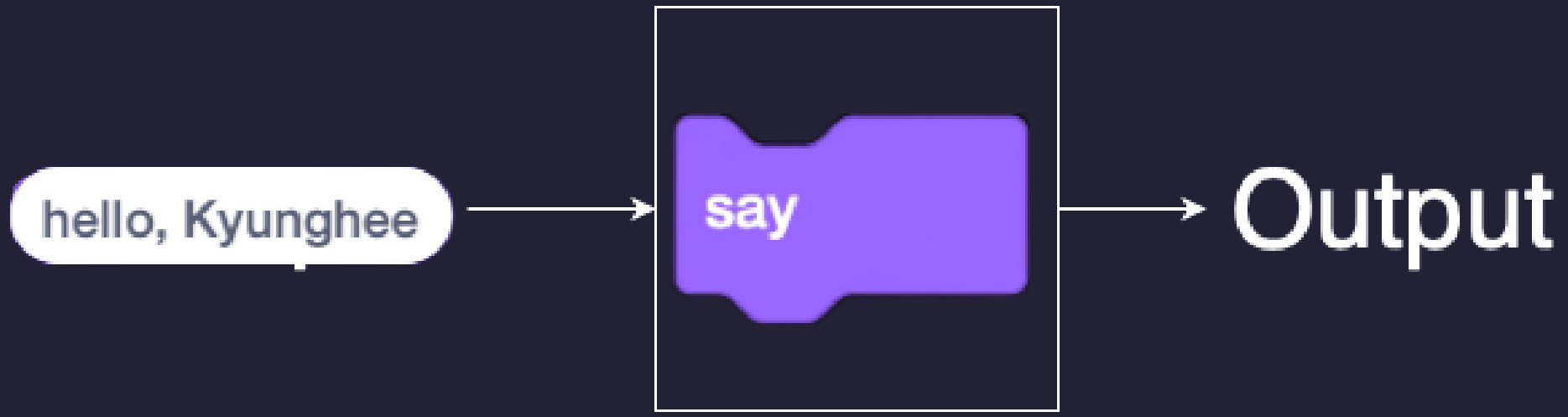

say
join
hello,
answer


hello,
answer
Rule
Output


hello,
answer
join
Output


hello,
answer
join
hello, Kyunghee


hello, Kyunghee
Rule
Output


hello, Kyunghee
say
Output

hello, Kyunghee
say
hello, Kyunghee

Scratch 3 - Meow

Scratch 4 - Flying Cat

- Download `Labs` from Week 1 (`.sb3`)
- On Scratch, `File` > `Load from your computer` and select the file

Requirements:

1. Make the cloud to move faster than the building
2. Make the cat can move up and down
   > **hint:** `Events` > `When key pressed` and `Motion` > `change y by`
3. If the cat touches the cloud, make it say "Meow"
   > **hint:** `Sensing` > `touching` and `Control` > `if then`

Wrap up

Input - Rule - Output

Functions, variables, loops, conditions

`Syllabus` on the course website