

EXERCISE

Q:- What is meant by a sprite?

A:- Each object appearing on the stage is called a sprite. Sprite can be:

1. posted from the library
2. can be an image from a camera, or
3. created through a paintbrush.

Q:- What is scratch?

A:- Scratch is a visual programming language that allows students to create their own interactive stories, games and animations.

Q:- What is meant by changing the backdrop?

A:- Changing the backdrop means to change the background of the stage on which the sprite appears.

Q:- Write all the steps to customise a sprite.

A:- To customise a sprite, follow these steps:

Step 1: Select the sprite from the list of sprites on the Scratch window.

Step 2: Click **Costume** and then click **Costume from Library**.

Step 3: Select **Category** or **Theme**. A list of various costumes will appear in the right pane.

Step 4: Select an appropriate costume and click **OK**.

Step 5: The sprite with other costumes will appear in the costume pane.

Q:- How is the size of a sprite changed?

A:- To change the size of a sprite, follow these steps:

Step 1: Click the **Shrink** or **Grow** option available on the File tool bar.

Step 2: Set the mouse pointer on the appropriate sprite and keep clicking the left mouse button.

Step 3: The sprite will shrink or grow accordingly.

Step 4: Remove the mouse pointer from the sprite and keep it on the blank space of the stage and click the left mouse button once.

Step 5: The sprite will be resized as per the requirements.