EXERCISE

Q:- Match the blocks with their appropriate scripts

Blocks	Scripts
Events	say 'Hello!' for '2' secs
Control	play note '60' for '0.5' beats
Sound	turn anticlockwise 15 degrees
Motion	when 'space' key pressed
Looks	if ' ' then

A:-

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Events	when 'space' key pressed
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Q:- Give two differences between the Move block and the Looks block.

A:- Two differences between the Move block and the Looks block are as follows:

Move block	Looks Block
This block is used to set movement in a sprite or backdrop.	This block is used to change the appearance of a sprite or backdrop.
It includes scripts like move, turn, point, go to etc.	It includes scripts like say, think, colour, show, hide etc.

Q:- Why do we need to use a control block?

A:- Control block allows us to control the actions of a sprite or a backdrop. Some control options are wait, repeat, forever, if, if-else, etc.

The scripts- repeat, forever and if-else are container scripts because they enclose one or more scripts within them. As soon as the container script is clicked, all the enclosed scripts are executed simultaneously.

Q:- What does the following options do:
   a. **Motion**
   b. **Control**
   c. **Looks**
   d. **Sensing**
   e. **Sound**
   f. **Operators**
   g. **pen**

A:- 1. Motion:- controls the up, down, right, left and rotation movements of sprites.

2. Control:- allows the specify things such as what starts and stops your sprites.

3. Looks:- affects the appearance of sprite such as colour and costume.

4. Sensing:- controls to sense sprite is touching the edge, another colour, another sprite, at a specific x or y coordinate, the sound volume etc.

5. Sound:- control sounds, pitches, and volume.

6. Operators:- logic operators including tools to perform match functions, select a random number, greater than, less than, equal to, etc.

7. Pen:- pen functions allows to draw lines and objects on the stage. 8. Variables:- create variables to hold numbers or text.