

Ο Κώδικας σε δομικά στοιχεία του Scratch

Το συγκεκριμένο τμήμα κώδικα πρέπει να συμπληρωθεί και στις 3 μορφές.

Θα χρειαστείτε τα δομικά στοιχεία που φαίνονται δίπλα

The image shows the Scratch IDE interface. On the left is the code editor with a script area containing several blocks: a 'when clicked' block, a 'repeat 32 times' block containing 'next costume' and 'wait 0.2 seconds', another 'when clicked' block, and a 'play sound dance celebrate until finished' block. Below these are additional blocks: 'repeat 10 times' and 'when clicked', 'play sound dance celebrate until finished', 'next costume', and 'change costume to champ99-a'. On the right is the stage area showing a DJ and two dancers on a stage with speakers and lights. Below the stage are the 'Object' and 'Stage' panels. The 'Object' panel shows 'Champ99' with x: -4 and y: -12, and two 'Cassy Da...' costumes. The 'Stage' panel shows 'Ypóβαθρα' with a value of 2. A blue arrow points from the text 'Οι μορφές που θα χρειαστείτε!' to the costume selection area in the 'Object' panel.

Οι μορφές που θα χρειαστείτε!