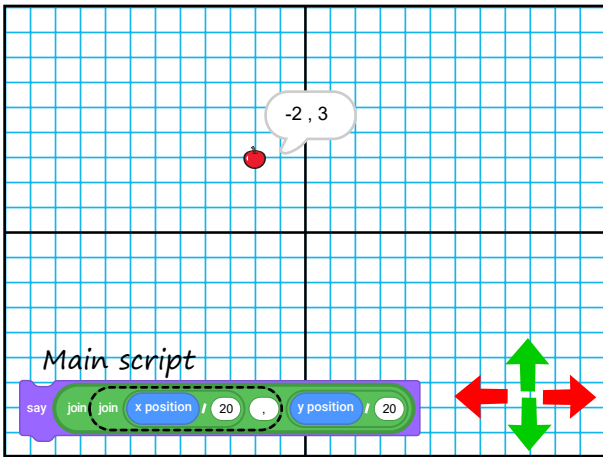
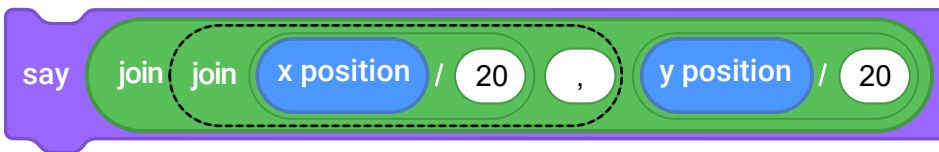


What's My x, y?

The Talking Apple tells its Coordinates



Sprites



join apple banana x2 / / x2 x position y position say Hello

The Talking Apple

Make the Combination
Build it like LEGO®

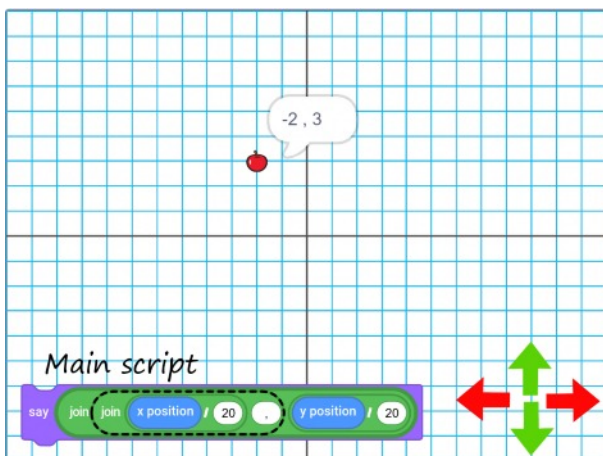
1 2

1 2 3

x2 / / 20 , / / 20

x position y position

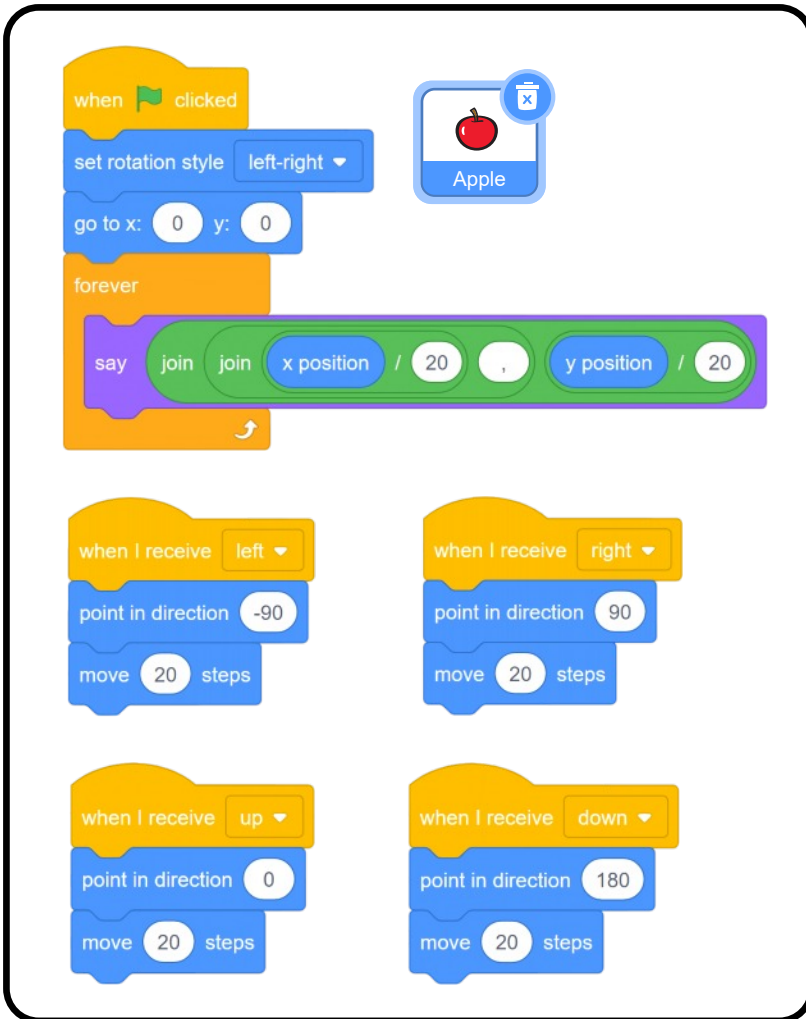
say Hello



300 dpi

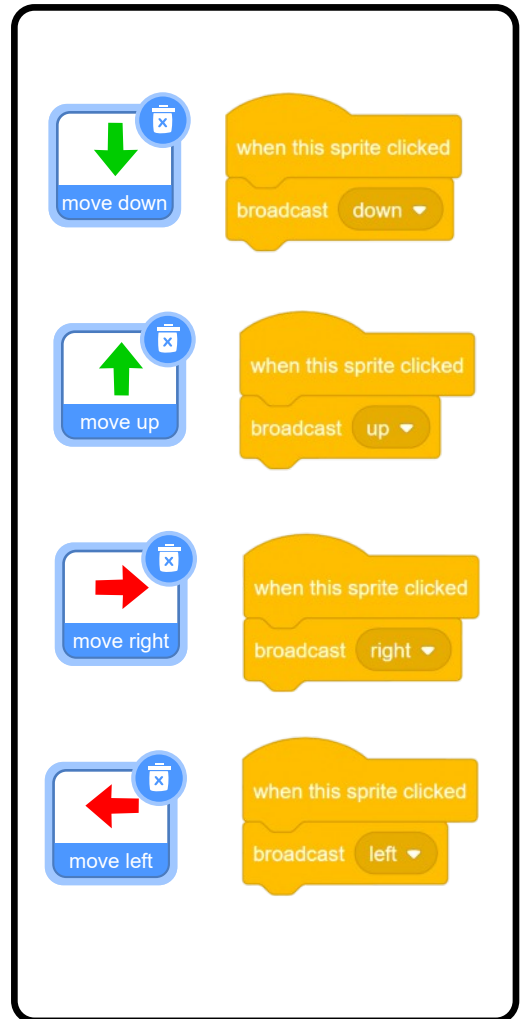
Next page

SCRATCH Code



The code in this block is for an Apple sprite. It starts with a 'when clicked' event, followed by 'set rotation style' to 'left-right', and 'go to x: 0 y: 0'. A 'forever' loop contains a 'say' block with the text 'join join x position / 20 , y position / 20'. Below the loop are four 'when I receive' blocks: 'left' (point in direction -90, move 20 steps), 'right' (point in direction 90, move 20 steps), 'up' (point in direction 0, move 20 steps), and 'down' (point in direction 180, move 20 steps).

```
when clicked
  set rotation style left-right
  go to x: 0 y: 0
  forever
    say join join x position / 20 , y position / 20
  when I receive left
    point in direction -90
    move 20 steps
  when I receive right
    point in direction 90
    move 20 steps
  when I receive up
    point in direction 0
    move 20 steps
  when I receive down
    point in direction 180
    move 20 steps
```



The code in this block consists of eight individual blocks. On the left are four 'move' blocks: 'move down', 'move up', 'move right', and 'move left'. On the right are four 'when this sprite clicked' blocks, each followed by a 'broadcast' block: 'broadcast down', 'broadcast up', 'broadcast right', and 'broadcast left'.

```
when this sprite clicked
  move down
  broadcast down
when this sprite clicked
  move up
  broadcast up
when this sprite clicked
  move right
  broadcast right
when this sprite clicked
  move left
  broadcast left
```