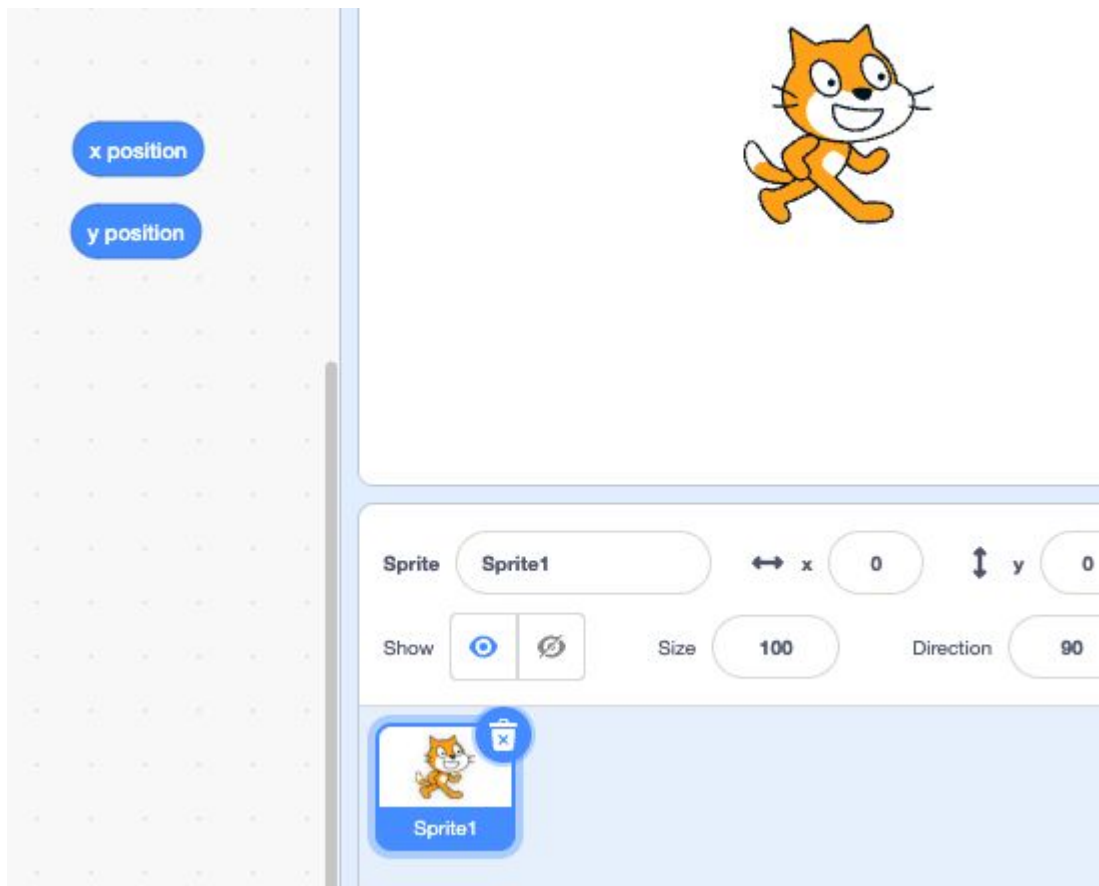




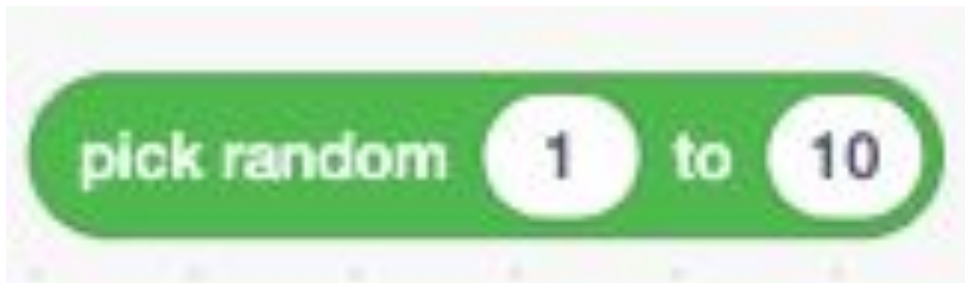
數值(Value)控制了一切

例如: Sprite 位置

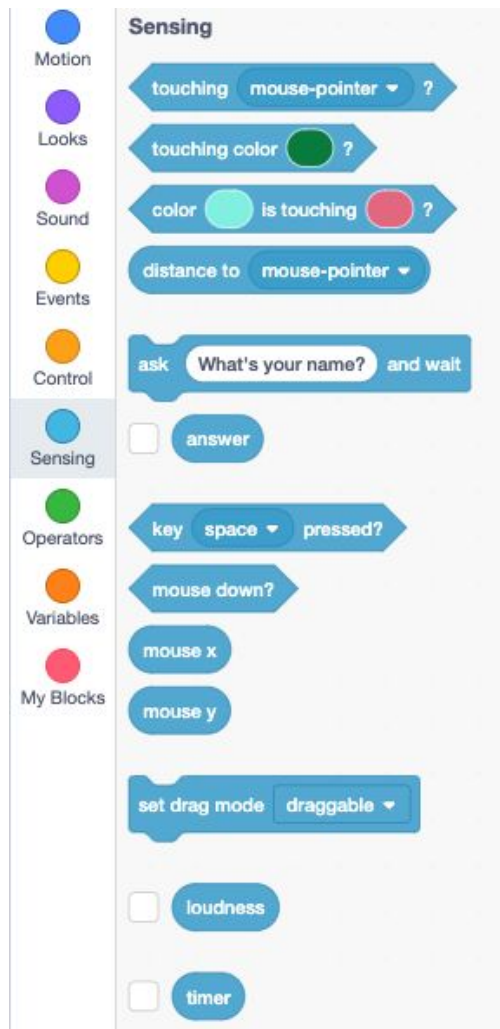


The image displays the Scratch interface. On the left is a vertical grid with a light blue background and a grey border. Two blue rounded rectangular buttons are positioned on the grid: the top one is labeled "x position" and the bottom one is labeled "y position". To the right of the grid is a large white stage area. In the upper right corner of the stage, a cartoon orange cat with a white belly patch is running towards the right. Below the stage is a control panel. It features a "Sprite" dropdown menu set to "Sprite1". To its right are two input fields: "x" with a value of "0" and "y" with a value of "0". Below these are "Show" buttons (a play button and a refresh button), a "Size" input field set to "100", and a "Direction" input field set to "90". At the bottom of the control panel is a small blue box containing a thumbnail of the cat sprite and a trash can icon, with the label "Sprite1" below it.

🎮 隨機(Random)



互動感測

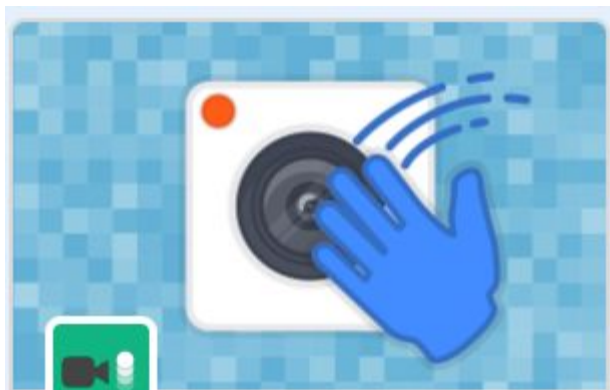



The image shows the Sensing block palette in Scratch. The palette is organized into several categories, each with a colored circular icon:

- Motion** (Blue circle): touching mouse-pointer ?, touching color [green circle] ?, color [cyan circle] is touching [red circle] ?, distance to mouse-pointer
- Looks** (Purple circle): (No blocks visible)
- Sound** (Pink circle): (No blocks visible)
- Events** (Yellow circle): (No blocks visible)
- Control** (Orange circle): ask [What's your name?] and wait
- Sensing** (Light Blue circle): answer
- Operators** (Green circle): key [space] pressed?, mouse down?
- Variables** (Orange circle): mouse x, mouse y
- My Blocks** (Red circle): (No blocks visible)

Below the Sensing category, there are additional blocks:

- set drag mode [draggable]
- loudness
- timer





Video Sensing

Sense motion with the camera.



電影系 鄭安群