

Operators

Motion

Looks

Sound

Events

Control

Sensing

Operators

Variables

My Blocks

+

-

*

/

pick random 1 to 10

> 50

< 50

= 50

and

or

not

join apple banana

letter 1 of apple

```
when clicked
  set x to -150
  set y to 0
  ask "Scrie un numar par" and wait
  if answer mod 2 = 0 then
    say "Nr. par. Corect!" for 3 seconds
    repeat 10
      next costume
      change x by 10
  else
    say "Numarul nu respecta conditia."
```



Sprite: Sprite1

x: -150 y: 0

Show:

Size: 100 Direction: 90

Stage

Backdrops: 2

Sprite1

Code

Costumes

Sounds



- Motion
- Looks
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- Control
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- Operators
- Variables
- My Blocks

Variables

Make a Variable

my variable

set my variable to 0

change my variable by 1

show variable my variable

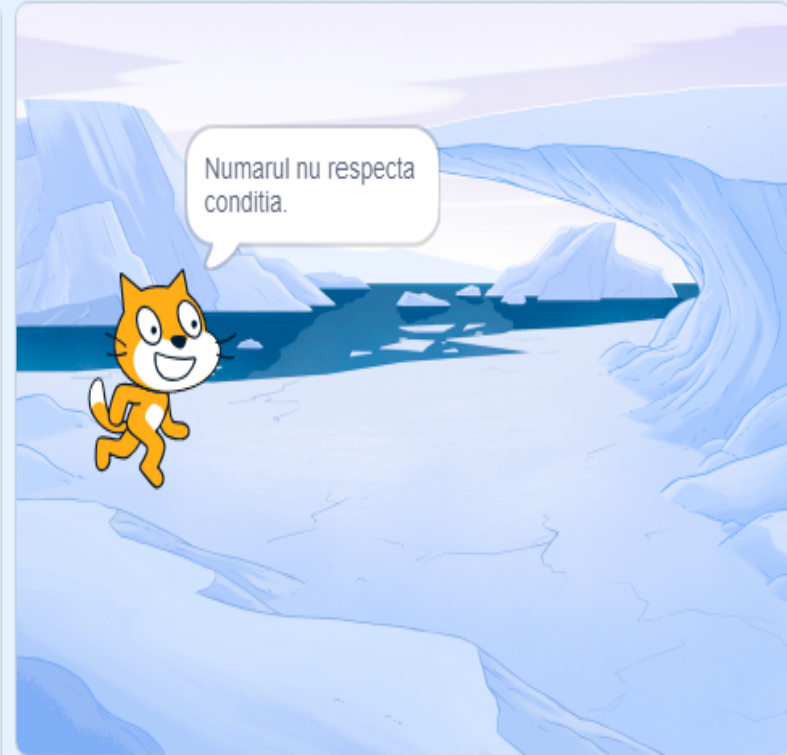
hide variable my variable

My Blocks

Make a Block

```

when clicked
  set x to -150
  set y to 0
  ask "Scrie un numar natural mai mic decat 200" and wait
  if answer < 200 and answer > -1 then
    say "Nr corect introdus." for 3 seconds
    repeat 10
      next costume
      change x by 10
    else
      say "Numarul nu respecta conditia."
  
```



Sprite: Sprite1

x: -150 y: 0

Show:

Size: 100 Direction: 90

Backdrops: 2