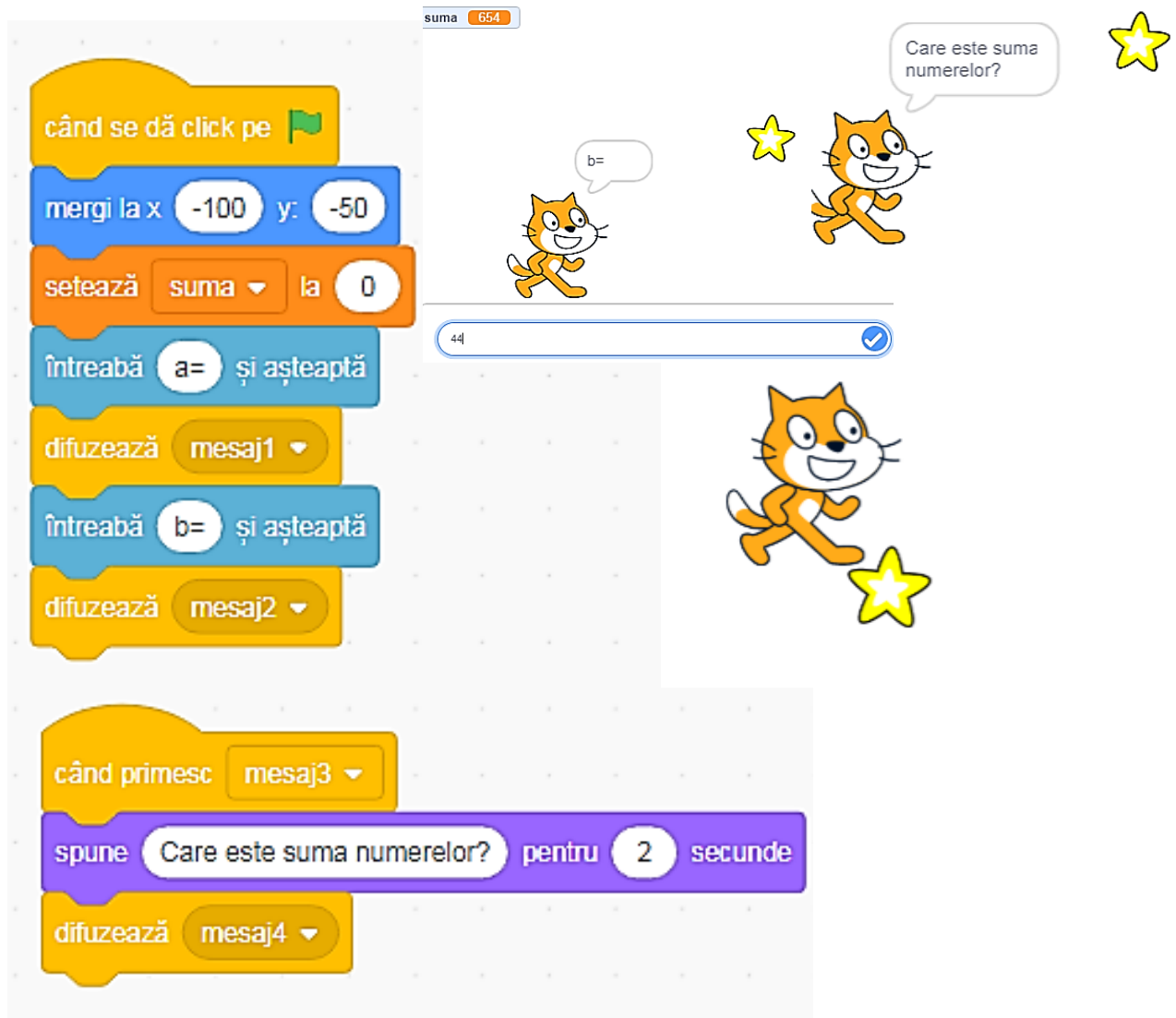


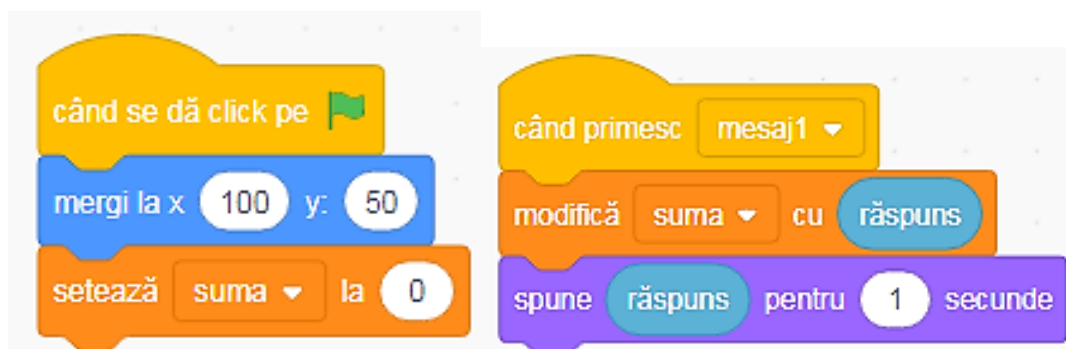
## Variabile - Dialog între personaje

### 1) Programul pentru Pif



The image shows a Scratch script for a character named Pif. The script is divided into two main sections. The first section starts with a 'when clicked' event, followed by moving to coordinates (-100, -50), setting a variable 'suma' to 0, asking for input 'a', and then asking for input 'b'. The second section starts with a 'when I receive mesaj3' event, followed by saying 'Care este suma numerelor?' for 2 seconds and then sending 'mesaj4'. The visual interface shows a character with a speech bubble 'b=' and a text input field containing '44'. A status bar at the top shows 'suma 654'. There are also yellow star icons and a speech bubble from another character asking 'Care este suma numerelor?'.

### 2) Programul pentru steluță



The image shows a Scratch script for a character named steluță. The script is divided into two main sections. The first section starts with a 'when clicked' event, followed by moving to coordinates (100, 50), setting a variable 'suma' to 0, and then sending 'mesaj1'. The second section starts with a 'when I receive mesaj1' event, followed by modifying the variable 'suma' with the value 'răspuns' and saying 'răspuns' for 1 second.



### PIF ȘI PICO

Personajul Pif și Pico aleg, fiecare, un număr de la 1 la 10(întâmplător).

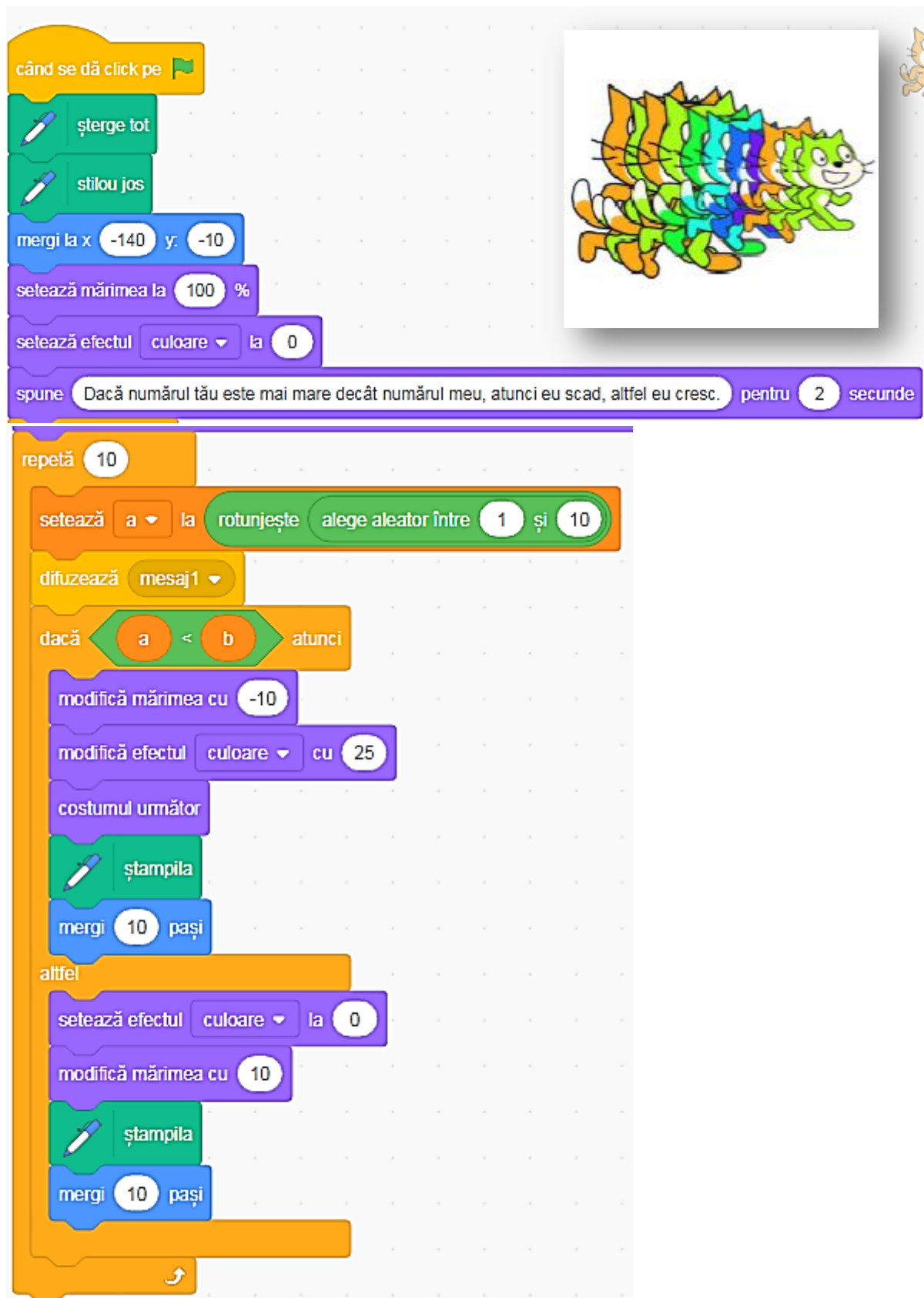
Pif – Notăm numărul ales = variabila  $a$ .

Pico – Notăm numărul ales = variabila  $b$ .

Dacă  $a < b$ , atunci Pif se va micșora și își va schimba culoarea, altfel revine la culoarea inițială și crește.

După ce își alege numărul, Pif îi trimite mesaj lui Pico să-și aleagă numărul.

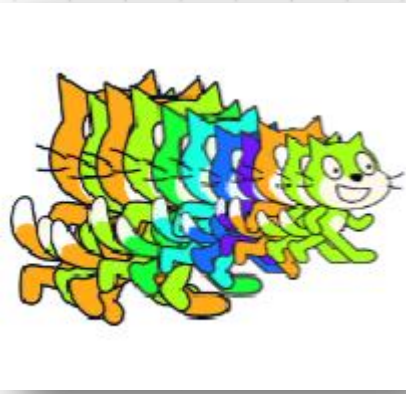
Ce se întâmplă cu Pico pentru  $a < b$ ?



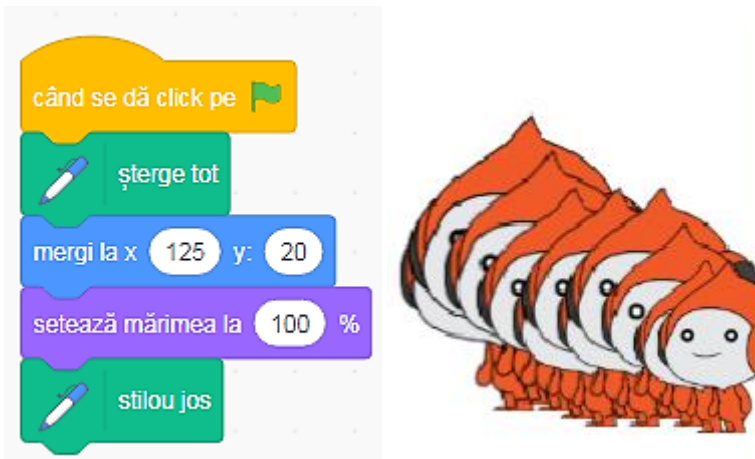
The image shows a Scratch script for a cat character. The script starts with a 'when clicked' event, followed by 'erase everything' and 'pen down'. The cat is moved to x: -140, y: -10, with a size of 100% and a color effect of 0. A speech bubble says 'Dacă numărul tău este mai mare decât numărul meu, atunci eu scad, altfel eu cresc.' for 2 seconds. A loop repeats 10 times. Inside the loop, a random number between 1 and 10 is chosen and stored in variable 'a'. The message 'mesaj1' is broadcasted. An 'if-then-else' block checks if 'a' is less than 'b'. If true, the size is decreased by 10, the color effect is increased by 25, the next costume is selected, and the pen is stamped. The cat moves 10 steps. If false, the color effect is reset to 0, the size is increased by 10, the pen is stamped, and the cat moves 10 steps.

```
when clicked on the flag
  erase everything
  pen down
  move to x: -140 y: -10
  set size to 100 %
  set color effect to 0
  say "Dacă numărul tău este mai mare decât numărul meu, atunci eu scad, altfel eu cresc." for 2 seconds

repeat (10)
  set a to round(random number from 1 to 10)
  broadcast message mesaj1
  if a < b then
    change size by -10
    change color effect by 25
    next costume
    stamp
    move 10 steps
  else
    set color effect to 0
    change size by 10
    stamp
    move 10 steps
```



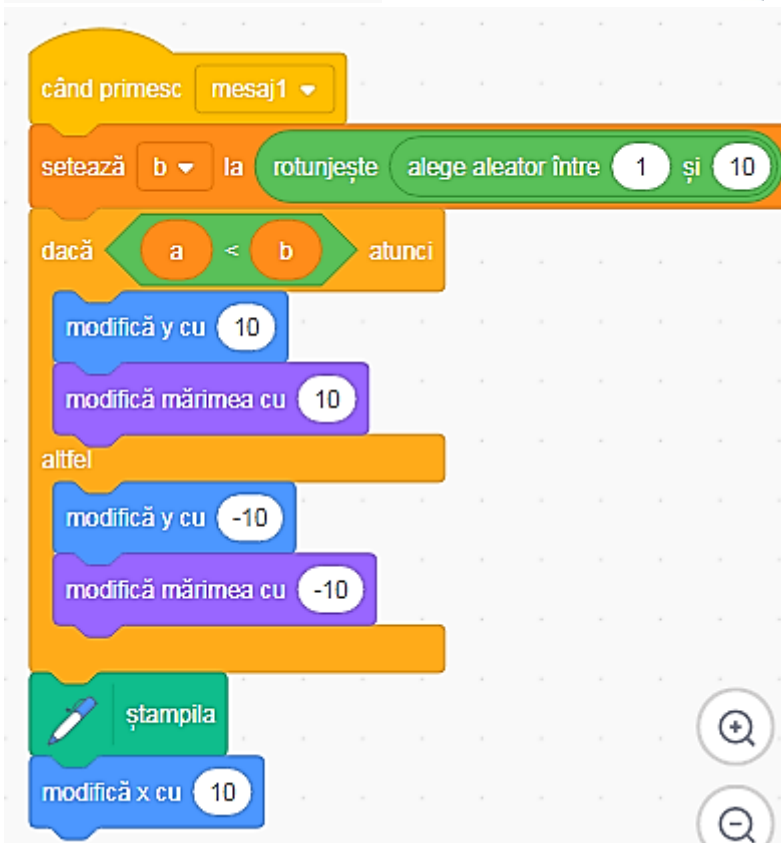
#59



Scratch code for a click event:

- când se dă click pe
- șterge tot
- mergi la x: 125 y: 20
- setează mărimea la 100 %
- stilou jos

The code is accompanied by a cartoon clownfish sprite.



Scratch code for a message event:

- când primesc mesaj1
- setează b la rotunjește alege aleator între 1 și 10
- dacă a < b atunci
  - modifică y cu 10
  - modifică mărimea cu 10
- altfel
  - modifică y cu -10
  - modifică mărimea cu -10
- ștampila
- modifică x cu 10

The code includes a conditional logic block with 'dacă' and 'altfel' sections, and a 'ștampila' block. There are also zoom in and zoom out icons at the bottom right.