

Dialog_personaje, martie

The image displays a Scratch script editor with a grid background. The script is organized into several columns of code blocks. On the right side, there is a preview window showing a game scene with a cat character and a dinosaur character in a forest setting. Below the preview, there are panels for 'Personaj1' (Character 1) and 'Scenă' (Scene). The 'Personaj1' panel shows the cat character at coordinates x: -82 and y: -102. The 'Scenă' panel shows a preview of the forest scene and the number '3' under 'Decoruri' (Decorations). The script includes the following blocks:

- Click Event:** 'când se dă click pe' (when clicked) block.
- Stage Setup:** 'schimbă decorul la Woods' (change background to Woods).
- Positioning:** 'mergi la x: -182 y: -102' (go to x: -182 y: -102).
- Loop:** 'repetă 10' (repeat 10 times) block containing:
 - 'modifică x cu 10' (change x by 10).
 - 'costumul următor' (next costume).
- Thinking:** 'gândește Cine o fi? pentru 2 secunde' (think 'Who is it?' for 2 seconds).
- Message:** 'difuzează mesaj1 și așteaptă' (broadcast message1 and wait).
- Message Reception:** 'când primesc mesaj2' (when I receive message2) block.
- Reset:** 'setează x la 0' (set x to 0).
- Message:** 'spune Pătratele primelor 10 numere naturale: pentru 1 secunde' (say 'Squares of the first 10 natural numbers:' for 1 second).
- Loop:** 'repetă 10' (repeat 10 times) block containing:
 - 'spune $x * x$ pentru 0.5 secunde' (say $x * x$ for 0.5 seconds).
 - 'modifică x cu 1' (change x by 1).
- Message:** 'difuzează mesaj3 și așteaptă' (broadcast message3 and wait).
- Key Press Events:** Three 'când tasta este apăsată' (when key pressed) blocks:
 - 'săgeată în sus' (up arrow) leads to 'modifică y cu 10' (change y by 10).
 - 'săgeată jos' (down arrow) leads to 'modifică y cu -10' (change y by -10).
 - 'săgeată dreapta' (right arrow) leads to 'setează x la 10' (set x to 10).
 - 'săgeată stânga' (left arrow) leads to 'setează x la -10' (set x to -10).

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The image displays a Scratch script editor with the following code blocks:

- When green flag clicked:**
 - Change background to Woods
 - Move to x: 240 y: -80
 - Repeat 10 times:
 - Decrease x by 10
 - Change costume to next
- When message received (mesaj1):**
 - Say "Bună ziua!" for 1 seconds
 - Say "Spune parola!" for 2 seconds
 - Play sound (mesaj2) and wait
- When message received (mesaj3):**
 - Say "Ai dreptul să te plimbi prin pădure, folosind tastele!" for 2 seconds

The right-hand side of the interface shows a stage with a night forest background, a cat character (Personaj1) at (240, -80), and a dinosaur character (Dinosaur5) at (140, -80). The 'Decoruri' (Sprites) panel shows the cat and dinosaur characters, with the dinosaur character selected. The 'Scenă' (Backgrounds) panel shows the current forest background.