





The image shows a Scratch script with two event triggers. The first trigger, 'când primesc mesaj1', initiates a sequence of actions: moving to x=0, y=-90; changing the background to 'Slopes'; speaking the text 'Cuburile numerelor naturale, începând cu 0.' for 2 seconds; setting a loop counter 'i' to 0; and repeating a loop 15 times. Inside the loop, it speaks the value of i^3 for 0.5 seconds, moves x by 10, changes the costume, moves y by 10, changes the costume again, and increments 'i' by 1. After the loop, it broadcasts 'mesaj2'. The second trigger, 'când primesc mesaj2', moves to x=150, y=60; changes the background to 'Savanna'; glides to a random position in 1 second; thinks 'Rotire!'; repeats a rotation of 15 degrees 20 times; and glides to another random position in 1 second.

```
whenClickedCommandReceived: mesaj1
  moveToX: 0, y: -90
  setBackground: Slopes
  speak: Cuburile numerelor naturale, începând cu 0., for: 2 seconds
  setLoopCounter: i, to: 0
  repeat: 15
    speak: i * i * i, for: 0.5 seconds
    modifyXBy: 10
    changeCostume: next
    modifyYBy: 10
    changeCostume: next
    modifyLoopCounter: i, by: 1
  broadcastMessage: mesaj2

whenClickedCommandReceived: mesaj2
  moveToX: 150, y: 60
  setBackground: Savanna
  glideToRandomPosition: 1 seconds
  think: Rotire!
  repeat: 20
    rotate: 15 degrees
  glideToRandomPosition: 1 seconds
```