

The image shows a Scratch code editor with the following script:

- când se dă click pe** (when green flag clicked)
- mergi la x: -122 y: 14** (go to x: -122 y: 14)
- la infinit** (forever loop)
  - glisează în 0 secunde la cursorul mouse-ului** (move 0 seconds to mouse cursor)
  - dacă atinge Ball ? atunci** (if touches Ball?)
    - difuzează mesaj1** (broadcast message1)

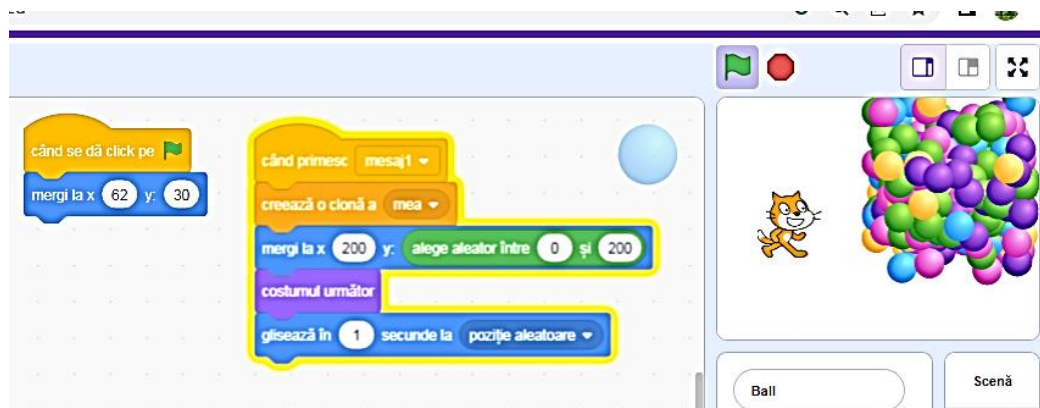
The stage shows a cat character and a blue ball. The 'Personaj1' (Character1) palette shows the cat and a trash icon. The 'Ball' palette shows a blue ball.



The image shows a Scratch code editor with the following script:

- când se dă click pe** (when green flag clicked)
  - mergi la x: 62 y: 30** (go to x: 62 y: 30)
- când primesc mesaj1** (when I receive message1)
  - crează o clonă a mea** (create a clone of me)
  - mergi la x: 200 y: alege aleator între 0 și 200** (go to x: 200 y: choose random between 0 and 200)
  - costumul următor** (next costume)
  - glisează în 1 secunde la poziție aleatoare** (move 1 seconds to random position)

The stage shows a blue ball.



The image is a screenshot of the Scratch application. The code editor shows the same script as the previous image, but with a yellow highlight around the 'când primesc mesaj1' event and its associated blocks. The stage shows a cat character and a large cluster of colorful balls (red, green, blue, purple, yellow). The 'Ball' palette shows a blue ball, and the 'Scenă' (Stage) palette shows the stage.