

The image displays the Scratch development environment. On the left, the code editor contains the following script:

```
When clicked
  set score to 0
  forever loop
    go to random position
    next costume
    wait 5 seconds
    if touching Dragonfly? then
      change score by 2
    wait 1 seconds
```

On the right, the stage view shows a dark forest background with a dragonfly and a yellow balloon. A score indicator at the top left of the stage shows a score of 2. Below the stage, the sprite control panel is visible, showing the selected sprite is 'Balloon1' with a size of 100 and a direction of 90. The 'Dragonfly' sprite is also visible in the panel.

Scratch editor interface showing a project titled "Untitled copy-2". The browser address bar shows "scratch.mit.edu/projects/737110050/editor". The code editor contains the following script:

```
when clicked
  forever loop
    wait 1 seconds
    go to random position
    if on edge, bounce
    if key right arrow pressed? then
      change x by 10
    wait 1 seconds
    if key left arrow pressed? then
      change x by -10
    wait 1 seconds
    if key up arrow pressed? then
      change y by 10
    wait 1 seconds
    if key down arrow pressed? then
      change y by -10
    next costume
```

The stage area displays a dragonfly sprite and a yellow balloon. The score is 2. The sprite properties are: Sprite: Dragonfly, x: -2, y: 72, Size: 60, Direction: -78. The sprite list shows "Dragonfly" and "Balloon1".