Jad Yousef

```
when [flag] clicked
go to [random position ▼]
forever
    if < key [up arrow ▼] pressed? > then
        change y by (10)
    if < key [down arrow ▼] pressed? > then
        change y by (-10)
    if < key [right arrow ▼] pressed? > then
        change x by (10)
    if < key [left arrow ▼] pressed? > then
        change x by (-10)
    switch costume to [Dragonfly-a ▼]
    if on edge, bounce
```