

Jad Yousef

```
when green flag clicked
  set score to 0
  set size to 60 %
  forever loop
    show
    go to random position
    switch costume to balloon1-a
    if touching Dragonfly ? then
      start sound Pop
      set score to 0
      hide
```

The image shows a Scratch script for a character. It begins with a 'when green flag clicked' event block. This is followed by three initialization blocks: 'set score to 0', 'set size to 60 %', and a 'forever' loop. Inside the loop, the character performs several actions: 'show', 'go to random position', and 'switch costume to balloon1-a'. An 'if touching Dragonfly ?' block is nested within the loop. When this condition is met, the character plays a 'Pop' sound, resets the 'score' to 0, and then 'hide'.

```
when 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
```