



## Scratch-3

### Classwork#2

Name:

Date:

1<sup>st</sup> Semester 2022 - 2023

**Objective: Convert an algorithm into a program.**

Create a Scratch program to practice the **seven times table**.

You are expected to ask the user **10 random** questions.

Here are some points that may help you solving this problem:

- Select any backdrop, and any sprite.
- Start with green flag.
- Create two variables: **Num1, Solution**
- Set the created variables (**Num1, Solution**) to zero.
- Use a Repeat Loop to:
  - Set Num1 to a **random number** between 1 and 12.
  - Use an **Ask block** to ask: ( What is:  $7 * \text{Num1}$  )  
The user answer will be saved in the **Answer** variable
  - Set the **solution** to  $7 * \text{Num1}$ .  
This will be the computer answer and it will be saved in the variable **Solution**.
  - If the **Answer** matches the **Solution**, output 'You got it right' Else, output 'wrong--Try again'.
    - If solution=answer then
      - Say "You got it right"
    - Else
      - Say "wrong--Try again".

## Update your project:

- Create a new variable: score
- Add to your code:  
If solution=answer then
  - Say “You got it right”
  - Change score by 1
- Else
  - Say “wrong--Try again”.
- After the Repeat Loop  
Use a Say Block to display the score.  
If Score > 6 then  
Say “Good Job”

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