

INDEX

Symbols

- + (addition operator), 21
- / (division operator), 21
- = (equal to operator), 124
- > (greater than operator), 124
- < (less than operator), 124
- * (multiplication operator), 21
- (subtraction operator), 21

A

- abs** function, 139
- absolute motion, 26–27
- account, creating, 243
- accumulator pattern, 225
- addition operator (+), 21
- algebraic expression, 95
- and** operator, 135
- animation, 48
 - aquarium, 64
 - changing hat, 64
 - fireworks, 60–62
 - joke, 65
 - nature, 66
 - smiley face, 49
 - sneezing cat, 51–52
 - stick figure, 48
 - traffic light, 49
 - wolf, 63
 - words, 64
 - zebra, 63
- Animation.sb2*, 48
- Analog Clock application, 171–173
- AnalogClock.sb2*, 171
- applications. *See* projects
- Aquarium.sb2*, 64
- Area Calculator application, 132–134
- AreaCalculator.sb2*, 132
- Argue application, 50
- Argue.sb2*, 50
- argument
 - defined, 80
 - passing to block, 7
- arithmetic operators, 21

- arithmetic operations, 119
- arrow keys, 32, 37, 40, 159
- ArrowKeys1.sb2*, 159
- AskAndWait.sb2*, 118
- AskAndWait2.sb2*, 118
- AskAndWait3.sb2*, 118
- asking questions, to user, 117–118
- audio files, playing, 53
- average of a list, 225

B

- backdrops
 - adding, 6
 - defined, 6
 - exporting, 58
 - switching, 11
- Backdrops tab, 11
- background music, 53–54, 58
- Backpack, 4, 246–247
- Balloon Blast game, 46
- BalloonBlast_NoCode.sb2*, 46
- Bar Chart application, 221–224
- BarChart.sb2*, 221
- BeatsDemo.sb2*, 54
- beats per minute (bpm), 55–56
- binary numbers, 198
- Binary to Decimal Converter
 - application, 198–101
- BinaryToDecimal.sb2*, 198
- Bird Shooter game, 173–176
- BirdShooter.sb2*, 173
- blocks
 - arguments required by, 6
 - categories of, 6
 - command, 20
 - Control. *See* Control blocks
 - custom. *See* more blocks
 - Data. *See* Data blocks
 - dragging to Scripts Area, 7–8
 - Events. *See* Events blocks
 - function blocks, 20–21, 93
 - help, 7
 - with hat, 20

- blocks (*continued*)
 - Looks. *See* Looks blocks
 - monitors. *See* monitors
 - Motion. *See* Motion blocks
 - Operators. *See* Operator blocks
 - overview, 20
 - Pen. *See* Pen blocks
 - reporter, 20
 - Sensing. *See* Sensing blocks
 - shape, meaning, 20, 92–93
 - Sound. *See* Sound blocks
 - stack, 20
 - trigger, 20, 32
 - types of, 20
 - Blocks tab, 6–7
 - Boole, George, 125
 - Boolean
 - algebra, 125
 - condition, 125
 - data type, 92
 - expressions, 125, 157
 - function blocks, 20, 93
 - parameters, 81, 93
 - value, 125
 - bottom-up process, 84
 - branches (paths), 131
 - brightness effect, 51
 - broadcasting messages, 68–70
 - to coordinate multiple sprites, 70–71
 - to implement procedures, 73–75
 - bpm (beats per minute), 55–56
 - bubble sort algorithm, 229–231
 - BubbleSort.sb2*, 229
 - building your own block, 75–81
 - buttons, in interface
 - Add boolean input, 78
 - Add label text, 78
 - Add number input, 78
 - Add string input, 78
 - Block help, 7
 - Choose backdrop from library, 11
 - Choose costume from library, 9, 31
 - Choose sound from library, 10, 19
 - Choose sprite from library, 5, 16
 - Delete, 12
 - Duplicate, 12
 - Go to Scratch website, 12
 - green flag icon, 4, 17
 - Grow, 12
 - Language, 12
 - Options, 78
 - New costume from camera, 9
 - New sprite from camera, 5
 - Paint new costume, 9
 - Paint new sprite, 5, 16
 - Presentation mode, 4, 12
 - Record new sound, 10
 - Remix, 249
 - See inside, 247
 - See project page, 249
 - Share, 250
 - Shrink, 12
 - stop icon, 4, 17
 - Upload costume from file, 9
 - Upload sound from file, 10
 - Upload sprite from file, 5, 59
- ## C
- CatchApples_NoCode.sb2*, 39
 - Catching Apples game, 39–42
 - ChangingHat.sb2*, 64
 - Chase application, 158
 - Chase.sb2*, 158
 - Check a Password application, 164–165
 - Checkers.sb2*, 82
 - ClickOnFace.sb2*, 49
 - CloneIDs.sb2*, 105
 - ClonesAndGlobalVars.sb2*, 106
 - commands. *See also* blocks
 - list, 216
 - accessing elements, 218
 - adding and deleting, 216–217
 - contains block, 218–219
 - hiding or showing monitor, 215
 - inserting and replacing, 217
 - motion, 25
 - pen, 31–32
 - variable, 98
 - changing stored value, 102
 - hiding or showing monitor, 106–107
 - Compare Fractions applicaton, 211
 - CompareFractions.sb2*, 211
 - comparing
 - decimal numbers, 139
 - letters, 126
 - strings, 126, 187
 - composing music, 55
 - concatenating strings, 118
 - conditional, 127
 - blocks, 128, 130
 - infinite loops, 158

- condition-controlled loops, 156
- Control blocks
 - create clone of [myself]**, 41–43
 - delete this clone**, 41, 46
 - forever**, 8, 17–18, 156, 158
 - if**, 128
 - if/else**, 130
 - repeat [10]**, 156
 - repeat until**, 156–157
 - stop [all]**, 160
 - wait [1] sec**, 2, 12
 - wait until**, 37, 39
 - when I start as a clone**, 41–43
- Control palette, 128, 155–171
- controlling sound volume, 55
- coordinates, 4. *See also* x-coordinate and y-coordinate
- copying scripts, 9
- cosine function, 24, 114
- costumes, 9
 - center of, 13
 - changing, 9, 48
 - importing, 9, 59
 - transparent color, 14–15
 - switching, 48–49
- Costumes tab, 9
- countdown, 170
- counted loops, 156
- counter-controlled loops, 156
- counters, 164
- counting by a constant amount, 165
- CountingByConstAmount.sb2*, 165
- creating lists, 214
- crosshairs, 13
- current, 108
- custom blocks, 75–81
 - editing, 77–78
 - Make a Block button, 75
 - New Block dialog, 75
 - options, 75, 77–78
 - parameters, 77–78
 - tips for using, 81
- D**
- DanceOnStage.sb2*, 57
- Dancing on Stage application, 57–60
- Data blocks
 - add [thing] to [list]**, 216–217
 - change [var] by [1]**, 98, 102
 - delete [1] of [list]**, 216–117
 - hide list [list]**, 215
 - hide variable [var]**, 98, 107
 - insert [thing] at [1] of [list]**, 217
 - item [1] of [list]**, 218
 - length of [list]**, 218
 - [list] contains [thing]**, 218
 - [list] reporter**, 215
 - replace item [1] of [list] with [thing]**, 217
 - set [var] to [0]**, 98
 - show list [list]**, 215
 - show variable [var]**, 98, 107
 - [var] reporter**, 98, 99
- Data palette, 7, 97–100
- data types, 20, 92–94
- decimal numbers, 21, 92
- decision making, 91
- decision structures, 128
- definite loops, 155
- deleting
 - costumes, 9
 - sprites, 5
- dice, 97
- Dice Simulator application, 97–100
- direction convention, 28
- distance to** block, 157
- divide and conquer approach to programming, 67, 72
- divisibility, test for, 21
- division operator (*/*), 21
- downloading projects, 12, 16
- dragging blocks, 7
- drawing, 31–32
 - blade, 170
 - branch with leaves, 88
 - checkerboard, 82
 - flower, 88
 - geometric shapes, 35, 86
 - house, 85, 90
 - leaf, 87
 - leaves, 88
 - pinwheel, 103
 - polygon, 34
 - rose, 114
 - rotated squares, 34, 82
 - spider web, 103
 - square, 33, 69, 77, 82
 - triangle, 73, 103, 144
 - windmill, 35
- drawing layers. *See* layers
- DrawSquare.sb2*, 33
- drums, playing, 54

duplicating
code, 37, 72
costumes, 9
scripts, 33
sprites, 5

E

Easy Draw application, 31–32
EasyDraw.sb2, 31
Edit menu, 12
empty list, 214
equal to operator (=), 124
Equation of a Line application, 147–151
EquationOfALine.sb2, 147
even integer, checking if, 21, 131
events, 20
Events blocks
 broadcast [msg], 68
 broadcast [msg] and wait, 68
 when backdrop switches to [name], 49–50
 when green flag clicked, 17
 when I receive [msg], 68
 when [space] key pressed, 20, 32
 when this sprite clicked, 49, 69
Events palette, 32, 37, 49
examples. *See* projects
exhaustive search, 168
exporting
 backdrops, 58
 costumes, 9
 sprites, 5

F

factors of numbers, 183
falling object, 177
Fibonacci series, 184
File menu, 12
FindAverage.sb2, 225
Finding Min and Max application, 224–225
Finding the Average application, 225
Finding the Median application, 231–232
FindMax.sb2, 224
fireworks animation, 60–62
Fireworks_NoCode.sb2, 60
fisheye effect, 51, 58
Fix My Spelling application, 190–192
FixMySpelling.sb2, 190, 192

flags, 129–130
flowchart, 128, 131, 157
Flower Anatomy quiz, 239–240
FlowerAnatomy.sb2, 239
FlowerFlake.sb2, 87
Flowers application, 70
Flowers2 application, 73
Flowers.sb2, 70
Flowers2.sb2, 73
For all sprites scope, 97, 101–102, 106
forever block, 8, 17–18, 156, 158
forever/if structure, 158
For this sprite only scope, 100, 105, 194
Fraction Tutor application, 206–210
FractionTutor.sb2, 206
FreeFall.sb2, 177
Free-Fall simulation, 177–179
Frequency of Occurrence application, 227–228
“Frère Jacques,” 55
FrereJacques.sb2, 55
function blocks, 20–21, 93

G

GCD (greatest common divisor), 208–210
generating random numbers, 21–22
Get the Money application, 36–39
GettingUserInput.sb2, 116
ghost effect, 51
global variables, 101, 106
graphic effects, 35, 50–51
GraphicEffects.sb2, 50
greater than operator (>), 124
greatest common divisor (GCD), 208–210
green flag icon, 4, 17
Grow button, 12
Guess My Coordinates game, 140–142
GuessMyCoordinates.sb2, 140
Guess My Number game, 150
GuessMyNumber.sb2, 151

H

Hangman game, 201–205
Hangman.sb2, 201
hat (trigger) blocks, 20, 32
heptagon, drawing, 35
heuristic, 146
hexagon, drawing, 35

hiding a sprite, 5–6
histogram, 221
House.sb2, 84

I

if block, 128–130
if/else block, 130–132
image effects, 35, 50–51
importing
 costumes, 9, 59
 sprites, 5
indefinite loops, 156
infinite loops, 156
input
 getting from users, 117–119
 validating, 162
integer, 21, 92
ItemCount.sb2, 227
iteration, 156

J

Java, 2
joining text, 118
Joke.sb2, 65

K

key, determining when pressed, 20, 32

L

layers, 52
Layers.sb2, 53
less than operator (<), 124
Lindenmayer, Aristid, 116
linear searches, 226–227
Line Follower application, 146–147
LineFollower.sb2, 146
lists, 213–242
 bounds checking, 219
 commands, 216
 accessing elements, 218
 adding and deleting, 216–217
 contains block, 218–219
 inserting and replacing, 217
 creating, 214
 dynamic, 220
 filling with user input, 220
 finding maximum of, 224
 finding median of, 231
 frequency of occurrence, 227

 numerical, 224
 searching, 226
 sorting, 229
local scope, 100
local variables, 100
logical expressions, 123
logical operators, 134
 to check numeric ranges, 137–138
Looks blocks
 change [color] effect by [25], 51
 change size by [10], 51
 clear graphic effects, 51
 costume #, 112
 go back [1] layers, 51–52
 go to front, 53, 59
 hide, 41, 51, 61
 next costume, 48
 say [Hello!], 50
 say [Hello!] for [2] secs, 50
 set [color] effect to [0], 50
 set size to [100]%, 51
 show, 41, 51, 62
 switch backdrop to [name], 49–50
 switch costume to [name], 49
 think [Hmm...], 50
 think [Hmm...] for 2 secs, 50
Looks palette, 48–53
loop blocks, 156
loop counter, 164
loops, 155
 conditional infinite, 158
 condition-controlled, 156
 counted, 156
 counter-controlled, 156
 definite, 155
 ending (stopping), 162
 indefinite, 156
 infinite, 156
 unconditional infinite, 158
loudness, of audio files, 55–56

M

Make a Block button, 75
Make a List button, 214
Make a Variable button, 97
making decisions, 123–153
 comparison operators, 124–128
 decision structures, 128–134
Massachusetts Institute of Technology
 (MIT) Media Lab, 2
Match That Amount game, 182
MatchThatAmount.sb2, 182

- mathematical functions, 22
 - Math Wizard application, 236–239
 - MathWizard.sb2*, 236
 - maximum of a list, 224
 - median of a list, 231
 - Median.sb2*, 231
 - menu-driven programs, 132
 - menus, pop-up
 - backdrop, 58
 - costume, 9
 - custom block, 77–78
 - slider, 107
 - sprite, 6
 - message broadcasting, 68–70
 - to coordinate multiple sprites, 70–71
 - to implement procedures, 73–75
 - message handler, 69
 - minimum of a list, 224
 - MIT (Massachusetts Institute of Technology) Media Lab, 2
 - MoleculesInMotion.sb2*, 182
 - Molecules in Motion simulation, 182
 - Money_NoCode.sb2*, 36
 - monitors
 - changing appearance, 107
 - defined, 106
 - displaying, 21
 - for lists, 215
 - and scope, 108
 - slider mode, 107
 - for variables, 106
 - More Blocks* palette, 75–77, 82, 86
 - mosaic effect, 51
 - motion
 - absolute, 26–27
 - commands, 25
 - relative, 27–30, 195
 - Motion blocks
 - change x by [10]**, 28–29
 - change y by [10]**, 28–29
 - direction**, 28
 - glide [1] secs to x:[0] y:[0]**, 26
 - go to [mouse pointer]**, 30
 - go to [sprite]**, 148
 - go to x:[0] y:[0]**, 26
 - if on edge, bounce**, 8, 12, 18
 - move [10] steps**, 28
 - point in direction [90]**, 28
 - point towards [mouse-pointer]**, 7, 30
 - point towards [sprite]**, 30, 60
 - set rotation style [style]**, 30, 35
 - set x to [0]**, 26
 - set y to [0]**, 26
 - turn left [15] degrees**, 28
 - turn right [15] degrees**, 28
 - x position**, 27
 - y position**, 27
 - Motion* palette, 6, 25
 - Mouse Display Area, 4
 - multiplication operator (*), 21
 - music
 - background, 53–54, 58
 - beats, 54
 - composing, 55
 - drums, 54
 - notes, 55
 - tempo, 56
 - My Stuff page, 250
- ## N
- name
 - project, 4
 - sprite, 11
 - variable, 97
 - naming variables, 98
 - Nature.sb2*, 66
 - Navigation bar, 245
 - nested elements
 - if** and **if/else** blocks, 132
 - join** blocks, 119
 - loops, 167–169
 - procedures, 82
 - repeat** blocks, 34
 - NestedLoops1.sb2*, 167
 - NestedLoops2.sb2*, 168
 - Nested Loops application, 167–169
 - n-Leaved Rose* application, 114–115
 - N-LeavedRose.sb2*, 114
 - nonagon, drawing, 34
 - Non-IntegerRepeatCount.sb2*, 166
 - not** operator, 136
 - NumberSearch.sb2*, 162
- ## O
- octagon, drawing, 34
 - odd integer, checking if, 21, 131
 - Ohm's law, 108–110
 - OhmsLaw.sb2*, 108
 - Operator blocks
 - +** (addition), 21
 - /** (division), 21

- = (equal to), 124
- > (greater than), 124
- < (less than), 124
- * (multiplication), 21
- (subtraction), 21
- and**, 135
- ceiling of [9]**, 92
- floor of [9]**, 92
- join [hello][world]**, 118–119
- length of [world]**, 186
- letter [1] of [world]**, 186
- mod**, 21, 131
- not**, 36
- or**, 135–136
- pick random [1] to [10]**, 22–23
- round**, 21, 24, 92
- sqrt of [9]**, 22, 30
- operators
 - arithmetic, 21
 - comparison, 124
 - logical, 134
 - relational, 124
- Operators* palette, 21–22
- Orbit.sb2*, 182
- Orbit simulation, 182
- or** operator, 135
- out-of-range index, 219
- overlapping sprites, 52
- P**
- Paint Editor, 13–15
 - drawing a rectangle, 16
- palettes, 6
 - Control*, 128, 155–171
 - Data*, 7, 97–100
 - Events*, 32, 37, 49
 - Looks*, 48–53
 - More Blocks*, 75–77, 82, 86
 - Motion*, 6, 25
 - Operators*, 21–22
 - Pen*, 31–32
 - Sensing*, 30, 117
 - Sound*, 53–56
- Palindrome Checker application, 187–188
 - Palindrome.sb2*, 187, 188
- parameter, 79
 - vs. argument, 80
 - slot, 78, 99
 - shape, meaning, 92
- PasswordCheck.sb2*, 164
- paths (branches), 131
- Pen blocks
 - change pen color by [10]**, 31
 - change pen shade by [10]**, 31
 - change pen size by [1]**, 31
 - clear**, 14, 31–32
 - pen down**, 31
 - pen up**, 70
 - set pen color to [0]**, 31, 70, 73
 - set pen color to [color]**, 31–32
 - set pen shade to [50]**, 31
 - set pen size to [1]**, 31–33
 - stamp**, 14, 35, 71, 75
- pen commands, 31–32
- Pen* palette, 31–32
- pentagon, drawing, 34
- Pig Latin application, 189–190
 - PigLatin.sb2*, 189, 190
- Pinwheel** procedure, 103
 - Pinwheel.sb2*, 103
- Poet application, 232–233
 - Poet.sb2*, 232, 233
- Polygon.sb2*, 34
- Pong game, 15–19
 - Pong_NoCode.sb2*, 15
 - Pong.sb2*, 15
- positional values, 198
- problem solving, 84, 87, 89, 123
- programming environment, 3
- programming language, defined, 1–2
- pixelate effect, 51
- Presentation mode, 4, 12
- prime numbers, 183–184
 - PressureUnderWater_NoSolution.sb2*, 90
- Pressure Under Water simulation, 90
- procedures, 67–90
 - breaking programs into, 84
 - building up with, 87
 - via custom blocks, 75
 - defined, 68
 - ending, 162
 - via message broadcasting, 73
 - naming, 74
 - nested, 82
 - parameters, 77
 - that call themselves, 169
 - working with, 84
- projects
 - creating your own, 247
 - deleting, 250
 - editor, 3

projects (*continued*)

by name

Analog Clock, 171–173
Area Calculator, 132–134
Argue, 50
Balloon Blast game, 46
Bar Chart, 221–224
Binary to Decimal Converter,
198–101
Bird Shooter game, 173–176
Bubble Sort, 229–231
Catching Apples game, 39–42
Chase, 158
Check a Password, 164–165
Compare Fractions, 211
Dancing on Stage, 57–60
Dice Simulator, 97–100
Easy Draw, 31–32
Equation of a Line, 147–151
Finding the Average, 225
Finding Min and Max, 224–225
Finding the Median, 231–232
Fireworks, 60–62
Fix My Spelling, 190–192
Flower Anatomy quiz, 239–240
Flowers, 70
Flowers2, 73
Fraction Tutor, 206–210
Free-Fall simulation, 177–179
Frequency of Occurrence,
227–228
Get the Money, 36–39
Guess My Coordinates game,
140–142
Guess My Number game, 150
Hangman game, 201–205
Linear Search, 226–227
Line Follower, 146–147
Match That Amount game, 182
Math Wizard, 236–239
Molecules in Motion
simulation, 182
Nested Loops, 168–169
n-Leaved Rose, 114–115
Ohm’s law, 108–110
Orbit simulation, 182
Palindrome Checker, 187–188
Pig Latin, 189–190
Poet, 232–233
Pong game, 15–19
Pressure Under Water
simulation, 90

Projectile Motion simulator,
179–181
Quadrilateral Classification
game, 234–236
Rock, Paper, Scissors game, 150
Say That Number, 240
Series Circuit simulation,
110–111
Shoot game, 195–197
Sieve of Eratosthenes, 241
Sort ‘Em Out, 241
Sphere’s Volume and Surface
Area, 111–113
Sunflower Seed Distribution,
116–117
Survival Jump game, 36
Tennis Ball Chaser, 30
Triangle Classification game,
142–145
Unscramble game, 193–195
US Map quiz, 241
Vowel Count, 186–187
Whac-a-Mole game, 94, 95, 122

page, 249
remixing, 249
sharing, 250
starting new, 247

Projectile Motion simulator, 179–181
Projectile.sb2, 179
Prusinkiewicz, Przemyslaw, 116
Pythagorean theorem, 153
Python, 2

Q

QuadClassify.sb2, 234, 235
quadratic equation, 119
Quadrilateral Classification game,
234–236
quadrilaterals, 234
questions, asking, 117

R

random numbers, generating, 21–22
record, 236
recursion, 169–171
RecursionBlade.sb2, 170
Recursion.sb2, 169
refresh, 77
relational expressions, 134
relational operators, 124
relative motion, 27–30, 195

- remainder, of division, 21, 131
- remix, 249
- repeat, power of, 33–35
- Repetition structures, 155–184
- reporter blocks, 20
- Revert changes option, 12
- RockPaper.sb2*, 151
- Rock, Paper, Scissors game, 150
- Rotated Squares application, 34
- RotateSquares.sb2*, 34, 82
- RotationCenter.sb2*, 14
- rotation-style buttons, 11
- rounding numbers, 21, 24
- Run without screen refresh option, 76–77

S

- saving projects to cloud, 16
- say** command, for sprite, 6–7, 50
- Say That Number application, 240
- SayThatNumber.sb2*, 240
- scissors icon, 12
- scope
 - of lists, 214–215
 - of variables, 100
 - For all sprites, 97, 101–102, 106
 - For this sprite only, 100, 105, 194
- ScopeDemo.sb2*, 100
- Scratch, 2
 - account, creating, 243
 - blocks, overview, 20
 - direction convention, 28
 - programming environment, 3
 - project editor, 3
 - website, 3
- scripts
 - breaking into smaller parts, 73
 - copying by dragging, 9
 - defined, 2
 - disassembling, 8
 - duplicating, 33
 - running, 8
 - terminating, 8
- Scripts Area, 7–9
- Scripts tab, 4, 9, 48
- searching
 - exhaustive, 168
 - linear, 226–227
 - sequential, 226
- SearchList.sb2*, 226

- Sensing blocks
 - answer**, 118
 - ask [?] and wait**, 117
 - [attribute] of [sprite]**, 100, 111
 - color [c1] is touching [c2]?**, 147
 - current [minute]**, 171
 - distance to [mouse-pointer]**, 157
 - key [space] pressed?**, 40, 46
 - mouse down?**, 144
 - mouse x**, 17, 30
 - mouse y**, 30
 - reset timer**, 37, 39
 - timer**, 37, 39
 - touching color [color]?**, 16, 19, 46
 - touching [mouse-pointer]?**, 145
 - touching [sprite]?**, 18, 37, 41

- Sensing palette*, 30, 117
- sentinel, 220
- sequential execution, 124
- sequential search, 226
- SeriesCircuit.sb2*, 110
- Series Circuit simulation, 110–111
- SeriesCircuitWithSwitch.sb2*, 111
- sharing Scratch elements, 243, 250
- Shoot game, 195–197
- Shoot.sb2*, 195
- Sieve of Eratosthenes application, 241
- Sieve.sb2*, 241
- sine function, 24
- size, of sprite, 50
- slider, 107–108, 110, 114
- slope, computing, 150
- small stage layout, 12–13
- smiley face animation, 49
- sneezing cat animation, 51–52
- SneezingCat.sb2*, 51
- Sort 'Em Out application, 241
- SortEmOut.sb2*, 241
- sorting, 229–231
- sound
 - files, 10, 53
 - volume, 55–56
- Sound blocks
 - change tempo by [20]**, 56
 - change volume by [–10]**, 56
 - play drum [1] for [0.25] beats**, 54
 - play note [60] for [0.5] beats**, 55
 - play sound [name]**, 53–54
 - play sound [name] until done**, 53–54
 - rest for [0.25] beats**, 54
 - set instrument to [1]**, 55

- Sounds blocks (*continued*)
 - set tempo to [60] bmp**, 55–56
 - set volume to [100]%**, 55
 - stop all sounds**, 53
 - tempo**, 56
 - volume**, 56
 - Sound palette, 53–56
 - Sounds tab, 10
 - speech bubble, 6, 50
 - Sphere.sb2*, 111
 - Sphere's Volume and Surface Area
 - application, 111–113
 - SpiderWeb** procedure, 103
 - SpiderWeb.sb2*, 102
 - sprites
 - Can drag in player option, 11–12
 - center of, 13, 27
 - cloning, 40–43
 - current position, 11, 27
 - defined, 2
 - deleting, 15
 - direction, 11, 28
 - exporting, 5
 - hiding, 5, 12
 - importing, 5
 - info area, 11
 - information button, 5
 - moving with arrow keys, 32, 37, 40, 159
 - moving with mouse, 17
 - naming, 11
 - order of, 52
 - pen, 31
 - pop-up menu, 6
 - properties, 104
 - rotation style, 11
 - showing, 5, 12
 - size, 51
 - speaking, 50
 - state, 42
 - thinking, 50
 - thumbnail, 5
 - turning with arrow keys, 32
 - visibility, 11, 48, 51
 - Sprite List, 5–6
 - SquareApp.sb2*, 69
 - square root, 24, 30
 - stack blocks, 20
 - Stage, 4
 - thumbnail, 6, 16
 - StageColor.sb2*, 107
 - stamp, exploring with, 35. *See also*
 - Pen blocks: stamp
 - stick figure animation, 48
 - stop** command, 160
 - StopDemo.sb2*, 160
 - stop icon, 4, 17
 - Stop recording button, 10–11
 - storage index, lists, 214
 - strings
 - comparing characters in, 187–189
 - concatenation, 118
 - counting special characters in, 186–187
 - as data types, 186
 - defined, 92
 - inserting characters, 191
 - manipulation, 189–195
 - processing, 185–211
 - randomizing characters, 193
 - removing characters, 194
 - structured programming, 67, 71–72
 - subtraction operator (–), 21
 - Sunflower** procedure, 116
 - Sunflower.sb2*, 116
 - Sunflower Seed Distribution
 - application, 116–117
 - Survival Jump game, 36
- ## T
- tail recursion, 169
 - tempo, music, 56
 - TempoDemo.sb2*, 56
 - Tennis Ball Chaser application, 30
 - TennisBallChaser.sb2*, 30
 - think** command, 50
 - timer, 39
 - Tips window, 26, 50
 - toolbar, in Scratch interface, 12
 - top-down process, 84
 - traffic light animation, 49
 - TrafficLight.sb2*, 49
 - transparent color, 14–15
 - Triangle Classification game, 142–145
 - TriangleClassification.sb2*, 142
 - triangle inequality theorem, 153
 - trigger blocks, 20, 32
 - truth table
 - and** operator, 135
 - not** operator, 136
 - or** operator, 136
 - Turbo mode, 13

U

unconditional infinite loops, 158
Unscramble game, 193–195
Unscramble.sb2, 193
Upload from your computer option, 12
user input, 117
 validating, 137, 162
US Map quiz, 241
USMapQuiz.sb2, 241

V

validating input, 137, 162
variables, 91–122
 changing, 102
 in clones, 104
 cloud, 102
 creating, 97
 data type, 101
 defined, 94
 as flags, 129–130
 global, 101, 106
 introduction to, 94
 local, 100
 monitors, 98, 106
 naming, 98
 scope, 97, 100
visibility, sprite, 51
volume, sound, 55–56
VolumeDemo.sb2, 56
Vowel Count application, 186–187
VowelCounts.sb2, 186

W

Watt, Daniel, 233
webcam, 17
Whac-a-Mole game, 94, 95, 122
Whac-a-Mole.sb2, 122
whirl effect, 51
windmill.sb2, 35
Wolf.sb2, 63
Words.sb2, 64

X

x-coordinate, 4, 26
x position block, 27

Y

y-coordinate, 4, 26
y position block, 27

Z

Zebra.sb2, 62