

# Background and Timer

The image displays the Scratch IDE interface. On the left, the Scripts area contains two scripts:

```
when green flag clicked
  set Timer to 30
  repeat 30
    wait 1 secs
    change Timer by -1
  stop all

when green flag clicked
  forever
    if Score > High Score
      set High Score to Score
```

On the right, the Stage area shows a background image of a wooden table with various items: a blue and white checkered cloth, a green bell pepper, a red bell pepper, a bunch of cherry tomatoes, and a glass of olive oil. Several ants are scattered across the table. The Stage area also displays a Timer (13) and a High Score (24) indicator. Below the Stage, the Sprites area shows a list of sprites: Swatter, Ant, Sprite1, Sprite2, Sprite3, Sprite4, and Sprite5. The Stage area also shows the coordinates x: -936 y: 189.

# Fly Swatter

The image displays the Scratch development environment for a project titled "Swatter".

**Code Editor (Left Panel):**

- Scripts:**
  - When green flag clicked: forever loop containing "go to mouse-pointer".
  - When green flag clicked: forever loop containing an "if mouse down?" block with "set size to 30%" and "set size to 33%" options.

**Stage (Right Panel):**

- Scoreboard:** Timer: 13, High Score: 24, Score: 24.
- Stage View:** A kitchen scene with a wooden table, a blue checkered cloth, a red and white checkered cloth, a green bell pepper, a red bell pepper, a glass of olive oil, and a bunch of cherry tomatoes. Several red ants are scattered on the table.
- Sprite List:** Includes "Swatter" (a fly swatter) and five "Ant" sprites labeled "Ant", "Sprite1", "Sprite2", "Sprite3", "Sprite4", and "Sprite5".
- Stage Label:** "Stage" with a small thumbnail of the stage view.

# Ant and Score

The image displays the Scratch development environment for a game titled "Ant and Score".

- Scripts Area:** Contains two event-driven scripts. The first script, triggered by a green flag click, sets the score to 0, switches the ant to the "Alive" costume, and moves it to a random position on the stage. The second script, triggered by a mouse click on the ant, switches it to the "Smashed" costume, waits 0.3 seconds, hides it, moves it to a new random position, increments the score by 1, and switches it back to the "Alive" costume.
- Stage Area:** Shows a top-down view of a kitchen counter with various items like a blue checkered cloth, a green pepper, a red pepper, and a bowl of tomatoes. Several ant sprites are scattered across the counter. A timer shows 13 seconds and a high score of 24.
- Costumes Area:** A pop-up window shows two costumes for the "Ant" sprite: "Alive" (a normal ant) and "Smashed" (a flattened ant).
- Sprite Area:** Shows the "Ant" sprite selected, with a list of instances labeled "Ant", "Sprite1", "Sprite2", "Sprite3", "Sprite4", and "Sprite5".

This is a close-up of the costume selection window for the "Ant" sprite. It shows two costumes:

- Costume 1:** "Alive", 160x101 pixels, 5 KB. It features a normal ant.
- Costume 2:** "Smashed", 159x100 pixels, 5 KB. It features a flattened ant.