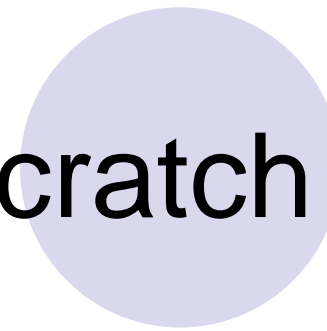
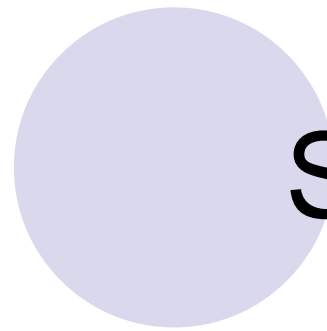
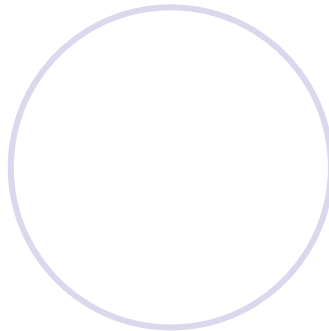
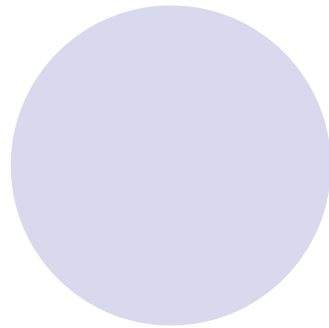
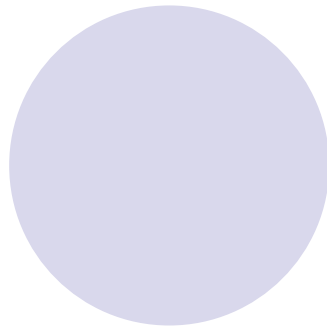


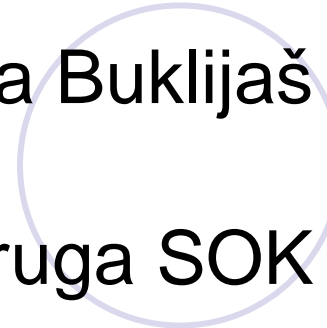
SCRATCH



Scratch



Saša Buklijaš



Udruga SOK



<http://www.sok.hr>

Što je Scratch



- Vizualni programski jezik
- Ciljana skupina
 - od 8 do 14 godina
- Dostupna za
 - Windows 2000, XP, Vista, and 7
 - Mac OSX 10.4 or later
 - Linux (deb, rpm, source)

Scratch programi



- Projekti na Internetu
 - Mogu se dijeliti
 - Preko 1 milijun projekata

- Motion
- Looks
- Sound
- Pen
- Control
- Sensing
- Numbers
- Variables

Chica
 x: -148 y: -41 direction: 90
 Scripts Costumes Sounds

Navigation icons: arrow, person, scissors, rotation, zoom

Green flag icon, Red stop icon

move 10 steps
 turn 15 degrees
 turn 15 degrees
 point in direction 90
 point towards
 go to x: -148 y: -41
 go to
 glide 1 secs to x: -148 y: -41
 change x by 10
 set x to 0
 change y by 10
 set y to 0
 if on edge, bounce
 x position
 y position
 direction

```

when clicked
say Knock knock.... for 2 secs
wait 2 secs
say Banana for 2 secs
wait 2 secs
say Knock Knock... for 2 secs
wait 2 secs
say Bananaaaaaa for 2 secs
wait 2 secs
say Knock! Knock! for 2 secs
wait 2 secs
say Orange for 2 secs
wait 2 secs
say Orange you glad I didn't say banana!!!! for 5 secs
play drum 49 for 0.25 beats
  
```



Icons: monitor, star, folder, trash
 mouse x: 24 mouse y: 289

Instructional area with icons for 'Instruction...', 'Ella', and 'Chica' (Scripts: 1). Includes a 'Stage' thumbnail.

Što se sa Scratchom može napraviti

- Interaktivne prezentacije (storytelling)
- Igre
- Izračuni

A decorative graphic consisting of two groups of three circles. The first group on the left has a solid light purple circle on the left and an empty light purple circle on the right. The second group on the right has a solid light purple circle on the left, an empty light purple circle in the middle, and a solid light purple circle on the right. The word "Prednosti" is written in black text over the first group of circles.

Prednosti

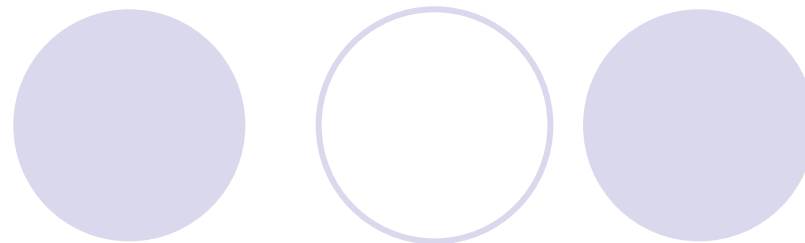
- Jednostavno
- Zanimljivo
- Nema sintaksnih greški

Što se može naučiti



- Osnove programiranja
- Varijable
- Petlje
- Grananje (if/else)

Pitanja ???



- Hvala na pažnji