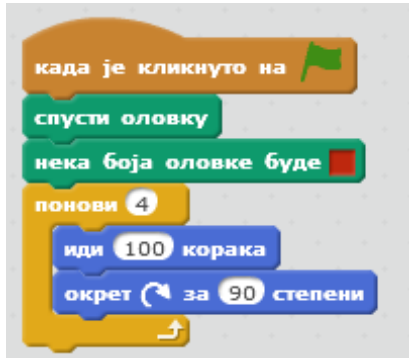


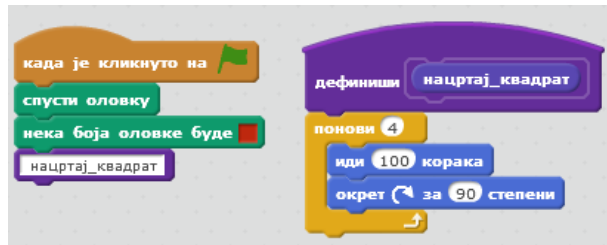
Радни лист – В12
Креирај ове блокове у Скрачу

Напомена: За сваки од наведених програма:

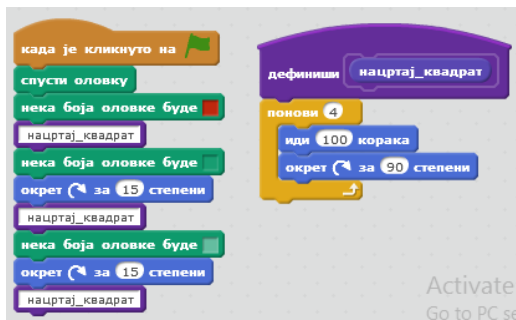
- напиши, поред илустрације, шта програм ради;
- програмирај сам у Скрачу и провери свој исказ.



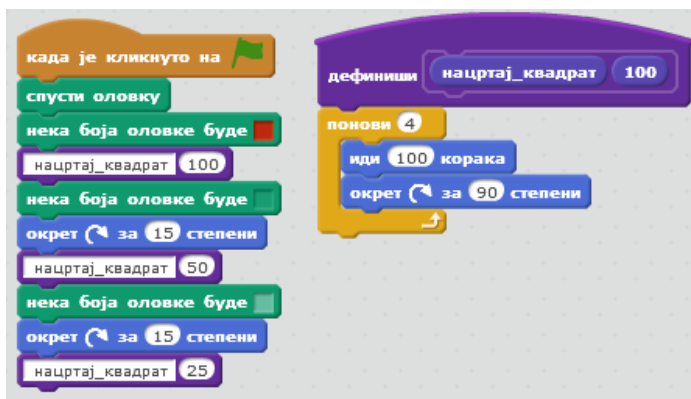
Програм 1



Програм 2



Програм 3



Програм 4

The image shows a Scratch script for calculating the perimeter of a square. The script starts with a 'when clicked' event block. It then asks the user for the side length of the square and waits for an answer. The answer is stored in a variable named 'side'. The script then says 'The perimeter is:' followed by the variable 'perimeter'. A function block 'calculate_perimeter_of_square' is called with the 'side' variable as an argument. Finally, the variable 'perimeter' is set to the value of '4 * side'.

```
when clicked on the flag clicked
  ask "Which is the length of the side of your square?" and wait for an answer
  calculate_perimeter_of_square answer
  say "The perimeter is:" and show answer
  define function calculate_perimeter_of_square side
  let perimeter be 4 * side
```

Програм 5