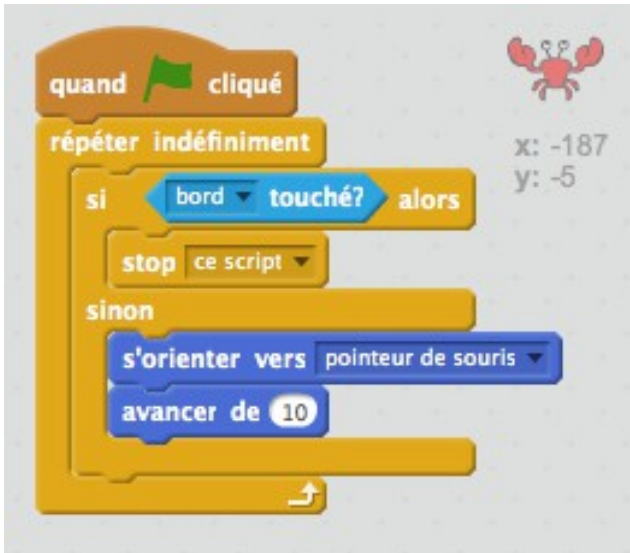




13

Que fait le crabe quand on clique sur le drapeau vert ?
Quand s'arrête-t-il ?



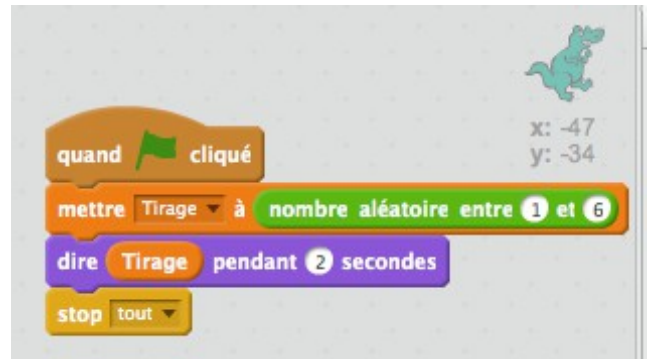
```
quand drapeau cliqué
  répéter indéfiniment
    si bord touché? alors
      stop ce script
    sinon
      s'orienter vers pointeur de souris
      avancer de 10
```

The code is for a crab character. It starts with a 'when green flag clicked' block. This is followed by an 'infinite loop' block. Inside the loop, there is an 'if edge touched?' block. If the edge is touched, it says 'stop this script'. If not, it says 'turn towards mouse pointer' and 'move 10'.



14

Que dit le dinosaure quand on clique sur le drapeau vert ?
A quoi peut servir ce script ?



```
quand drapeau cliqué
  mettre Tirage à nombre aléatoire entre 1 et 6
  dire Tirage pendant 2 secondes
  stop tout
```

The code is for a dinosaur character. It starts with a 'when green flag clicked' block. This is followed by a 'set Tirage to random number between 1 and 6' block, then a 'say Tirage for 2 seconds' block, and finally a 'stop all' block.



15

Quelle figure sera tracée lors de l'exécution de ce programme ?



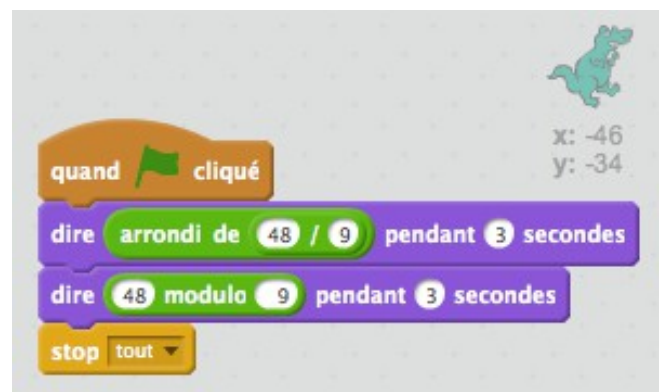
```
quand drapeau cliqué
  stylo en position d'écriture
  répéter 2 fois
    avancer de 50
    tourner de 90 degrés
    avancer de 80
    tourner de 90 degrés
  stop tout
```

The code is for a drawing tool. It starts with a 'when green flag clicked' block. This is followed by a 'pen in drawing position' block. Then there is a 'repeat 2 times' block. Inside the loop, it says 'move 50', 'turn 90 degrees', 'move 80', and 'turn 90 degrees'. Finally, it says 'stop all'.



16

Que dit le lutin quand on clique sur le drapeau vert ?



```
quand drapeau cliqué
  dire arrondi de 48 / 9 pendant 3 secondes
  dire 48 modulo 9 pendant 3 secondes
  stop tout
```

The code is for a goblin character. It starts with a 'when green flag clicked' block. This is followed by a 'say rounded of 48 / 9 for 3 seconds' block, then a 'say 48 modulo 9 for 3 seconds' block, and finally a 'stop all' block.