
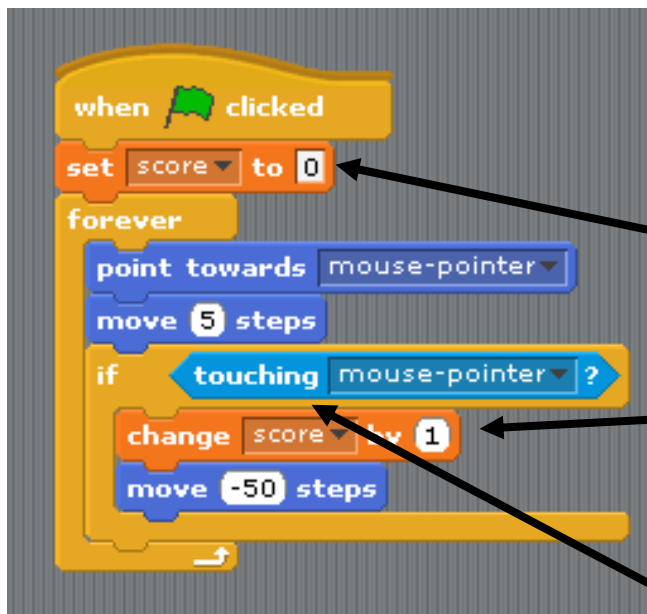



Assignment 6: Variables


A variable is a way to store numbers in an application. Believe it or not, you use these all the time. Your “age” is a word that stands for how old you are. How old you are can change.

A different example is in many video games. In many games there is a “score” that keeps track of how many points you have. It can be any number at all, but we can still talk about it by talking about the score.

- 1) Make a new scratch program
- 2) Go to the  section and click on the Make a Variable button. Call this variable “score”
- 3) You will now have many new pieces available that you can use!
- 4) Double-click on the cat and make the following program:



These two pieces will be in the  Section after you create your new variable. This will keep track of what your current score is and display it on the stage.

The touching mouse-pointer command is in the  section

- 5) Save your program as “6-score”

Challenge:

- 1) Change your program so that you start with a score of 100 and then lose one point each time the cat touches the mouse.
- 2) Instead of moving 5 steps, place this instead of 5: 