







The image displays a Scratch project interface. On the left, the stage features a white circular background with a black fractal pattern (resembling a Sierpinski triangle) and a small orange cat sprite. Below the stage, the 'Sprite' panel shows the cat sprite selected, with its name 'Sprite1' and various control buttons. The 'Scripts' panel on the right contains a sequence of code blocks: a 'when green flag clicked' block, followed by three 'say' blocks with durations of 3, 15, and 10 seconds, then a 'say' block with a black dot, two 'say' blocks with '-1', and a series of 'turn' blocks with angles of 60, 100, 60, 120, and 91 degrees.

المنطقة

الاسم Sprite1

الخطوات

2

4- y ↑ ↓ 127- x ↔

90 الاتجاه 100 الحجم

Sprite1

عند نقر

3 مرة

15 مرة

10 مرة

قوله

أدخل لون القلم مسوياً

أدخل حجم القلم مسوياً -1

60 خطوة

100 درجة

60 خطوة

120 درجة

91 درجة

مسح الكل