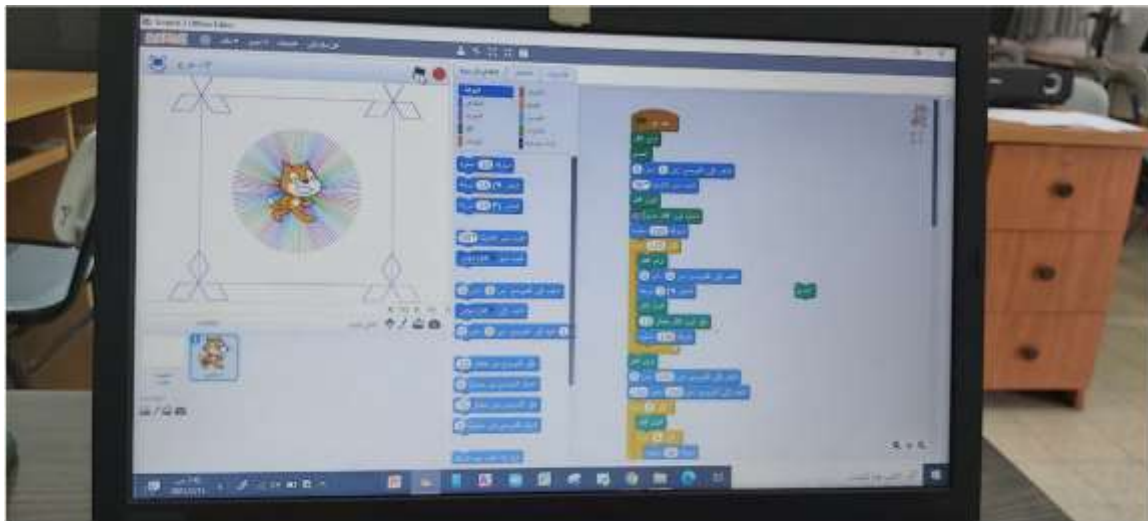
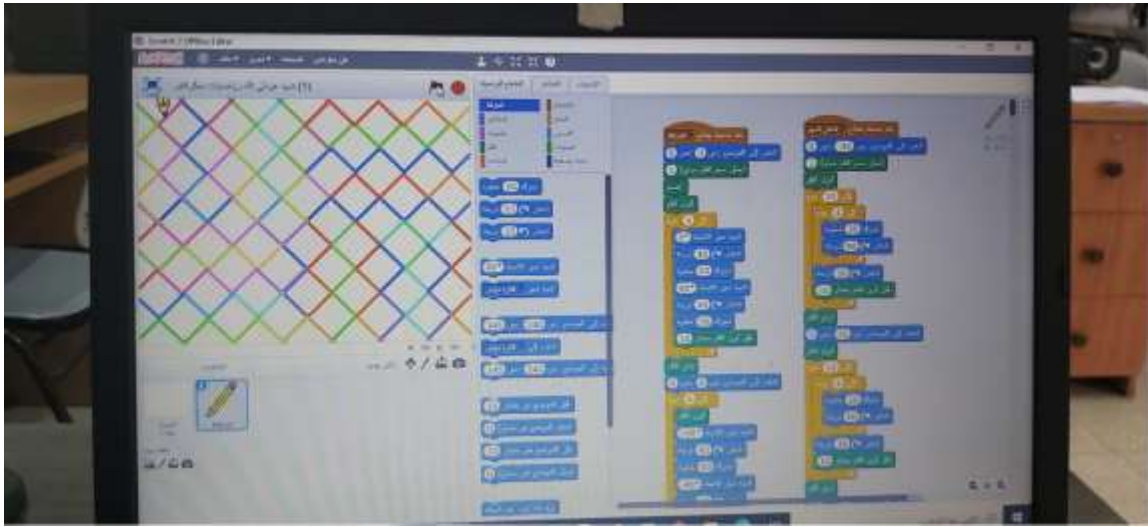
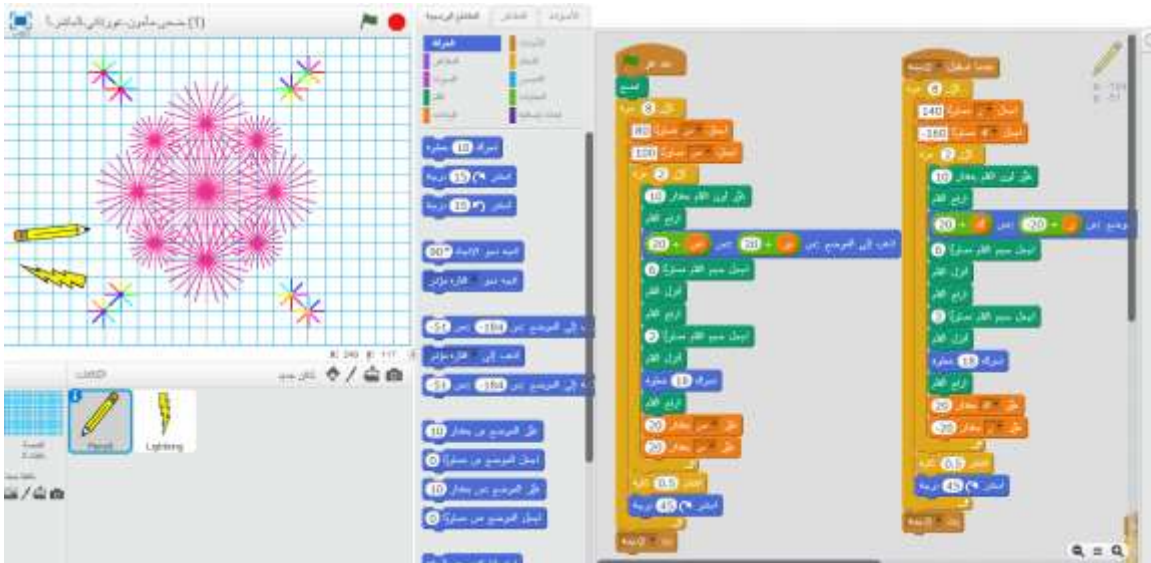
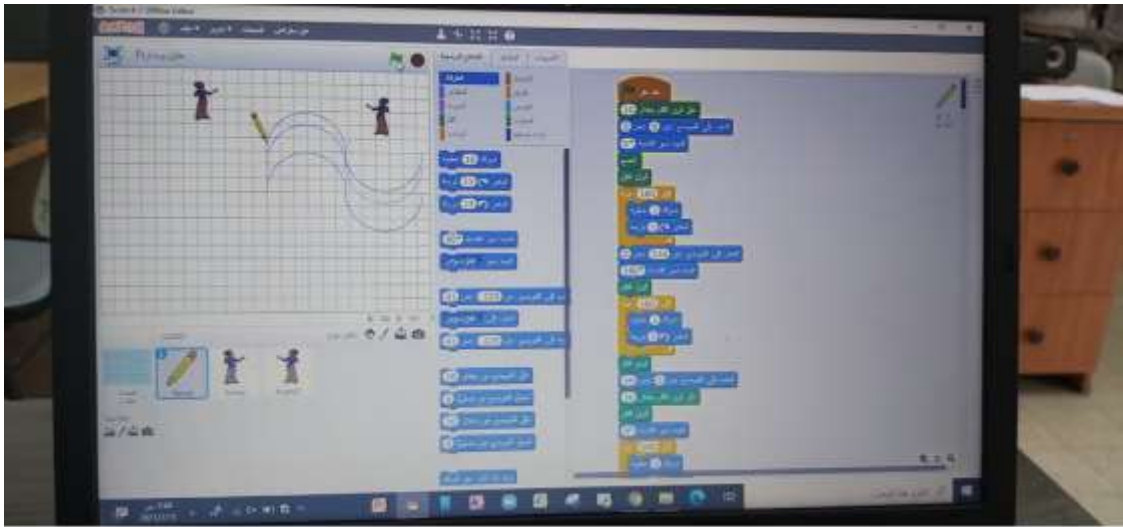
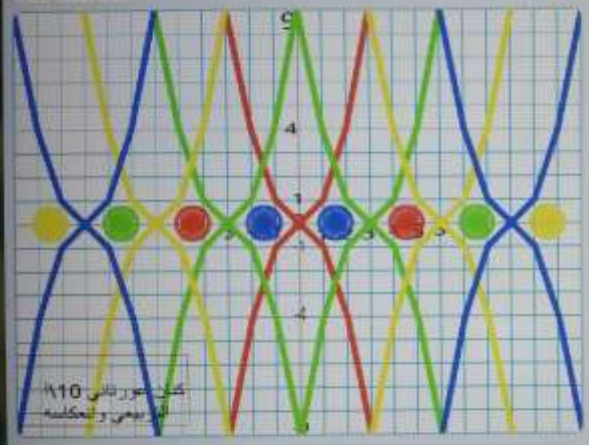


رسم اقترانات رياضية باستخدام برمجة سكراتش







شکل چهارم از کتاب هندسه و مکانیک

Control panel for the Scratch stage. It includes a 'تغییر' (Change) section with a 'تغییر' (Change) dropdown set to 'Arrow1', a 'مقدار' (Amount) input field with '0', and a 'تغییر' (Change) dropdown set to 'تغییر' (Change). Below this is a 'تغییر' (Change) section with a 'تغییر' (Change) dropdown set to 'تغییر' (Change), a 'مقدار' (Amount) input field with '100', and a 'تغییر' (Change) dropdown set to 'تغییر' (Change). At the bottom, there is a 'تغییر' (Change) section with a 'تغییر' (Change) dropdown set to 'تغییر' (Change), a 'مقدار' (Amount) input field with '100', and a 'تغییر' (Change) dropdown set to 'تغییر' (Change). There is also a 'تغییر' (Change) section with a 'تغییر' (Change) dropdown set to 'تغییر' (Change), a 'مقدار' (Amount) input field with '100', and a 'تغییر' (Change) dropdown set to 'تغییر' (Change).

Scratch script area showing a sequence of blue 'تغییر' (Change) blocks and green 'عندما' (When) blocks. A large red arrow points downwards on the left side of the script area.

SHOT ON REDMI 7
AI DUAL CAMERA

