

The image displays a Scratch script for drawing a decorative object. The script begins with a 'when clicked' event, followed by moving to coordinates (-200, -100). It then clears the stage and sets the line color to a multi-color gradient and the line style to 20. The line thickness is set to 3 pixels. A speech bubble says 'Se desenează peretele.' for 2 seconds. A loop of 4 iterations follows, each containing an 8-iteration loop. Inside this loop, there is a 4-iteration loop that moves 25 steps, rotates 90 degrees, and changes the line color. After the 4-iteration loop, it rotates 45 degrees. Then, it moves 150 steps and rotates 90 degrees. A final speech bubble says 'Se desenează ușa!' for 2 seconds, followed by moving 50 steps. The stage shows a colorful geometric drawing of a house-like structure with a cat character.

```
when clicked on the flag
  move to x: -200 y: -100
  clear the stage
  set line color to multi-color gradient
  set line style to 20
  set line thickness to 3 pixels
  say "Se desenează peretele." for 2 seconds
  repeat (4) times
    repeat (8) times
      repeat (4) times
        move 25 steps
        rotate 90 degrees
        change line color to multi-color gradient
      rotate 45 degrees
      move 150 steps
      rotate 90 degrees
    say "Se desenează ușa!" for 2 seconds
    move 50 steps
```

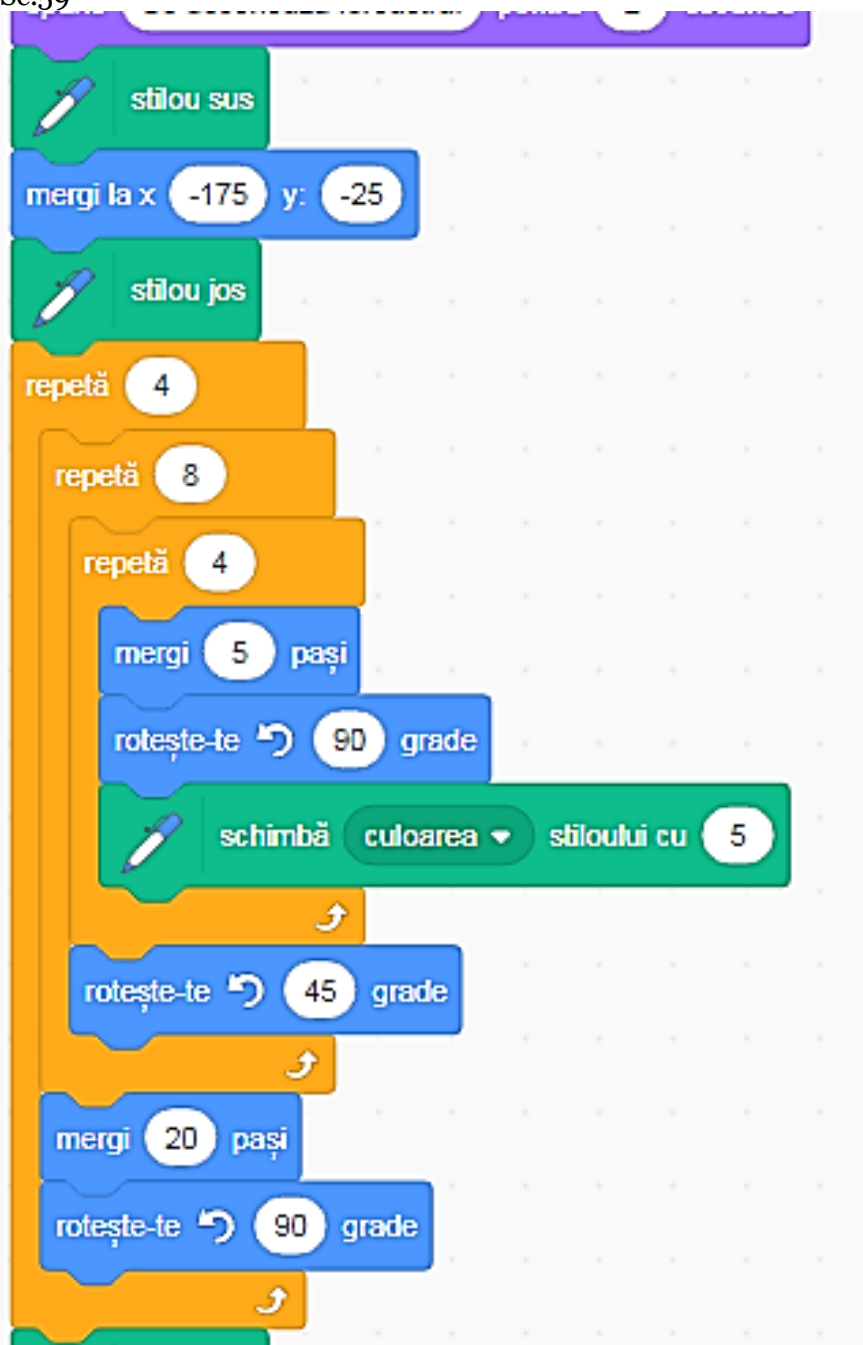
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Desenarea unor obiecte decorative, mai 2024

Sc.59

The image shows a Scratch script for drawing a decorative object. The script starts with a sound block: "spune Se deseneaza ușa! pentru 2 secunde". This is followed by a "mergi 50 pași" block. A large orange "repetă 4" loop contains the following steps: an inner orange "repetă 8" loop with a blue "mergi 10 pași" block, a blue "rotește-te 90 grade" block, a green "schimbă culoarea stiloului cu 5" block, and a blue "rotește-te 45 grade" block. After the inner loop, there is a blue "mergi 40 pași" block and a blue "rotește-te 90 grade" block. The script ends with another sound block: "spune Se desenează fereastra! pentru 2 secunde".

```
spune Se deseneaza ușa! pentru 2 secunde
mergi 50 pași
repetă 4
  repetă 8
    mergi 10 pași
    rotește-te 90 grade
    schimbă culoarea stiloului cu 5
  rotește-te 45 grade
  mergi 40 pași
  rotește-te 90 grade
spune Se desenează fereastra! pentru 2 secunde
```



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```
stilou sus
spune Se desenează acoperișul. pentru 2 secunde
mergi la x: -200 y: 50
stilou jos
repetă 3
  repetă 6
    repetă 4
      mergi 25 pași
      rotește-te 90 grade
      schimbă culoarea stiloului cu 5
    rotește-te 60 grade
  mergi 150 pași
  rotește-te 120 grade
stilou sus
```

The image shows a Scratch script for drawing a decorative roof. The script starts with a green flag block labeled "stilou sus" (pen up). It then has a purple "spune" (say) block with the text "Se desenează acoperișul." (The roof is being drawn.) for 2 seconds. This is followed by a blue "mergi la x: -200 y: 50" (go to x: -200 y: 50) block. Next is another green flag block labeled "stilou jos" (pen down). The main drawing sequence is enclosed in a large orange "repetă 3" (repeat 3) loop. Inside this loop is an orange "repetă 6" (repeat 6) loop. Inside the "repetă 6" loop is a green "repetă 4" (repeat 4) loop. Inside the "repetă 4" loop are three blue blocks: "mergi 25 pași" (move 25 steps), "rotește-te 90 grade" (turn 90 degrees), and a green "schimbă culoarea stiloului cu 5" (change pen color to 5) block. After the "repetă 4" loop, there is a blue "rotește-te 60 grade" (turn 60 degrees) block. After the "repetă 6" loop, there is a blue "mergi 150 pași" (move 150 steps) block and a blue "rotește-te 120 grade" (turn 120 degrees) block. The script ends with a green flag block labeled "stilou sus" (pen up).