

#59, Rezolvare Switch în Scratch

The image shows a Scratch script for a game where the user is asked to guess a number between 1 and 7. The script is as follows:

```
when green flag clicked
  ask "Scrie un număr de la 1 la 7, pentru zilele săptămânii!" and wait
  if response = 1 then
    say "Este LUNI!" for 2 seconds
  if response = 2 then
    say "Este MARȚI!" for 2 seconds
  if response = 3 then
    say "Este MIERCURI!" for 2 seconds
  if not (response = pick random from 1 to 7) then
    say "Nu este număr de la 1 la 7!" for 2 seconds
```

The script starts with a 'when green flag clicked' event. It then asks the user to write a number from 1 to 7. There are three conditional blocks: 'if response = 1', 'if response = 2', and 'if response = 3'. Each of these blocks contains a 'say' block with a specific day name and a 2-second duration. The final block is 'if not (response = pick random from 1 to 7)', which contains a 'say' block with the message 'Nu este număr de la 1 la 7!' and a 2-second duration.

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