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| Nota di contenuto | Intro -- Scratch 1.4 Beginner's Guide -- Table of Contents -- Scratch 1.4 Beginner's Guide -- Credits -- About the Author -- About the Reviewer -- Preface -- What this book covers -- What you need for this book -- Who this book is for -- Conventions -- Reader feedback -- Customer support -- Downloading the example code for the book -- Errata -- Piracy -- Questions -- 1. Welcome to Scratch! -- What is Scratch? -- 21st century learning skills -- How to use Scratch? -- Programming concepts -- Programming limitations -- Scratch anatomy -- Building blocks -- Write the script -- Watch the story -- Built-in image editor -- Interface promotes tinkering -- Learning Scratch -- Welcome to Scratch! -- Installation -- Start Scratching -- Graphics and Slideshows -- Storytelling -- Arcade Games -- Games of Fortune -- Math and Finance -- Share! -- Real-world stimuli -- Summary -- 2. Installation -- Install Scratch -- Windows -- Run Scratch from flash drive -- Integrate Scratch with the PortableApps.com suite -- Installation on Macintosh -- Run Scratch on USB flash drive -- Installation on Linux -- Troubleshooting -- Limitations -- Wine and |

Scratch -- Confirm Java install -- Customize your Scratch installation -- Redistribute Scratch freely -- Source code license -- Share alike -- Summary -- 3. Start Scratching -- The interface at a glance -- Time for action - first step -- What just happened? -- Basics of a Scratch project -- We're all actors on Scratch's stage -- Pop quiz -- Time for action - save your work -- Set the cat in motion -- Time for action - a big step -- What just happened? -- Coordinating a sprite's location -- Double-click control -- Pop quiz -- Time for action - in motion forever -- What just happened? -- Loops play it again -- Time for action - get out of the corner -- What just happened? -- Have a go hero -- Undo an action -- Pop quiz.

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Working with images -- Resize images -- How to measure images -- Time for action - flip through the photos -- What just happened? -- Have a go hero -- Building audience participation -- Time for action - present your show -- Pop quiz -- Next steps -- Summary -- 5. Storytelling -- Barnyard humor -- Table of contents -- Time for action - create TOC -- What just happened? -- Have a go hero -- Add pages to our book -- Time for action - add new pages -- What just happened? -- Hide that sprite -- Time for action - hide the sprites -- Introducing the horse -- Time for action - import the horse -- Costumes versus sprites -- The horse speaks -- Time for action - the horse talks -- What just happened? -- Synchronize the action -- Time for action - revise the horse talks exercise -- What just happened? -- Sound -- Time for action - a horse whinnies -- What just happened? -- Sound formats -- The dog enters -- Time for action - bring out the dog -- X and Y coordinates mark the spot -- Time for action - stay dog -- What just happened? -- Position on the grid -- Pop quiz -- Pointed in the right direction -- Time for action - turn to the left -- What just happened? -- Degrees of direction -- Sound effects -- Time for action

- hit the cymbals -- What just happened? -- Select an instrument --
Time for action - applause, please -- What just happened? -- Play a
note -- Have a go hero -- Pop quiz -- Piece the dog scene together --
Time for action - joke, please -- What just happened? -- Have a go
hero -- Control the story -- Time for action - hide TOC -- What just
happened? -- Have a go hero -- Time for action - enter dog -- What
just happened? -- Time for action - exit dog -- What just happened?
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just happened? -- Dynamic interaction -- Variables -- Time for action
- change direction -- What just happened? -- Time for action - remove
the random turn -- What just happened? -- Have a go hero --
Customize the sprites -- Time for action - beach ball pong -- What
just happened? -- Have a go hero -- Time for action - add new paddle
controls -- What just happened? -- Play theme music, forever -- Time
for action - add background music -- What just happened? -- Do
something, forever -- Working with sound -- Have a go hero -- Pop
quiz -- Forever, on one condition -- Time for action - paddle meets
ball -- What just happened? -- Start single stepping -- What just
happened? -- Conditional statements -- Pop quiz -- What's the score?
-- Time for action - add a score variable -- What just happened? -- For
all sprites -- For this sprite only -- Time for action - count the paddle's
steps -- What just happened? -- Global versus local variables -- Have a
go hero -- Add a second level -- Time for action - reach for a new
level -- What just happened? -- Comparisons -- Troubleshooting --
Time for action - fix the script -- What just happened? -- Using
Boolean logic -- Pop quiz -- Add levels -- Time for action - count the
levels -- What just happened? -- Have a go hero -- Time for action -
enter project notes -- What just happened? -- Next steps -- Summary
-- 7. Games of Fortune -- Fortune-teller -- Time for action - create a
list of questions -- What just happened? -- Have a go hero -- Work
with an item in a list -- Import a list -- Time for action - import a list
of fortunes -- What just happened? -- Reasons to import -- Export a
list -- Pop quiz -- Your fortune is ... -- Time for action - tell me a
fortune -- What just happened? -- Time for action - force a positive
fortune -- What just happened?
Counters -- Keep track of intervals with mod -- Have a go hero --
If/else -- Pop quiz -- Repeat the fortune -- Time for action - my
fortune is what? -- What just happened? -- Holding text in a variable
-- Do you have a question? -- Time for action - ask your question --
What just happened? -- Add the question to the list -- Time for action
- add it to the list -- What just happened? -- Join two text phrases --
Time for action - join two sentences -- What just happened? -- Nest
join blocks -- Additional string operations -- Next steps -- Summary
-- 8. Math and Finance -- Double it or lump sum? -- Double it -- Time
for action - calculate the double amount -- What just happened? --
Have a go hero -- Time for action - set user-defined variables -- What
just happened? -- Start single stepping -- Time for action - slow it
down -- Graph the values -- Time for action - set the graph's origin --
What just happened? -- Time for action - draw a graph -- What just
happened? -- Mathematical functions -- Create patterns with stamp --
Pop quiz -- Connect the dots -- Time for action - connect the dots --
What just happened? -- Time for action - fix the graph -- Follow a
sprite with the go to block -- Draw with the pen tool -- Time for action
- draw the x and y axis of the grid -- What just happened? -- Have a
go hero -- Label the newAmount value -- Time for action - label

newAmount -- What just happened? -- Pop quiz -- Find the interest earned on a lump sum -- Time for action - calculate interest on lump sum -- What just happened? -- Have a go hero -- Round to nearest whole number -- Have a go hero -- Next steps -- Summary -- 9. Share! -- Share with the Scratch community -- Reduce file size -- Time for action - compress media files -- What just happened? -- Share! -- Time for action - share! -- What just happened? -- Tag it -- Update a project -- Trouble?.
Firefox display problems.
