

ΤΟ ΠΕΤΑΓΜΑ ΤΗΣ ΠΕΤΑΛΟΥΔΑΣ_παράδειγμα

<https://scratch.mit.edu/projects/360773033>

The screenshot displays the Scratch programming environment. At the top, the Scratch logo and navigation menu are visible, including options like 'Αρχείο', 'Επεξεργασία', and 'Εκπαιδευτικό υλικό'. The user's name 'Μαρία Λούβαρη_το πέταγ...' is shown in the top right.

The main workspace is divided into three sections:

- Left Panel (Scripts and Sprites):** Contains various code blocks categorized by function (e.g., 'Κίνηση', 'Όψεις', 'Ήχος').
- Center Stage:** Shows a butterfly sprite on a green field background. A small orange 'when clicked' block is attached to the butterfly.
- Right Panel (Stage and Sprites):** Displays the stage's appearance, including a 'πόντοι' (score) of 4 and a 'χρονόμετρο' (timer) of 154.707. Below this, the 'Antikyverno' (Anticipation) panel shows the 'Butterfly 1' sprite's position (x: -91, y: -174) and other properties like 'Μέγεθος' (Size) and 'Κατεύθυνση' (Direction).

The main code block is a 'when clicked' event that triggers a 'forever' loop. Inside the loop, the butterfly moves to x: 0, y: 0, then moves horizontally for 1 second to a random position. It then checks if it is near a green color. If so, it changes the score by +1. A timer is also checked; if it exceeds 20 seconds, a message box says 'Μια απλή κίνηση τελειώνει!' and the loop ends. The score is updated to 'oi pōntoi sou einai: [score]' and the loop continues for 3 seconds.