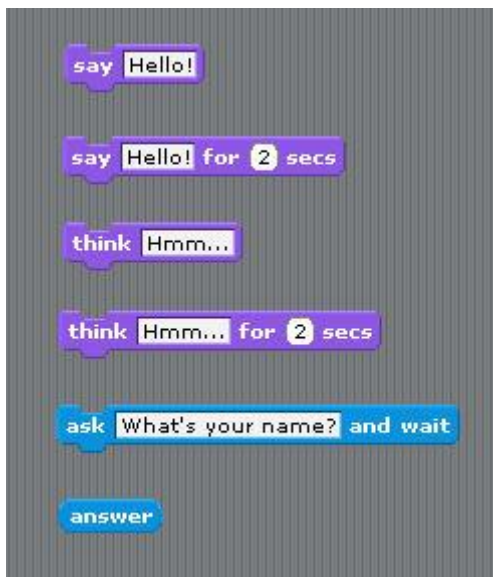


LAB 2 – Learning How to Display Messages and Get User Input

Displaying Text (Messages) / Getting Text Input

Below are the instructions in Scratch for displaying text messages on the screen and for reading text input from the user. The “say” instruction displays a message spoken by the associate sprite. The message continues to be displayed until another message command is executed. The “think” instruction behaves the same way, except that the message is connected to the sprite by bubbles, to indicate that the sprite is only thinking what is displayed. The “say for x secs” command and “think for x secs” displays messages only for the number of seconds provided.



The “ask and wait” instruction is what is called a **prompt statement** in programming. The message displayed *prompts* that user to enter some response. In Scratch, the user’s response is automatically stored in variable **answer**. Since the response to another ask instruction will overwrite the current value in variable answer, variable answer can be stored in another variable that you have defined if that value is need in further instructions of the program. For example, if the user is asked to enter their name, the text that they enter can be then assigned to a variable that you may have defined called FirstName, as shown below.



Scratch Sound Instructions



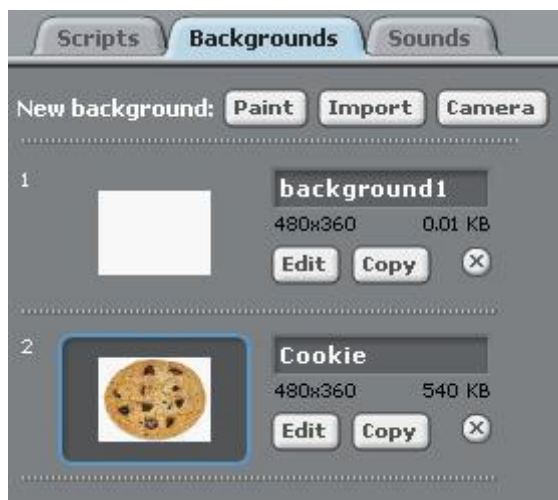
On the left is shown the fundamental instruction for playing and stopping sounds. Instruction “play sound” will play a given sound segment until it finishes, or until it is stopped. The “play sound x until done” instructions will play the sounds completely, even if stopped (i.e., so that the sound is not cut off).

Click on the Sounds tab shown on the left below. There a number of pre-defined sounds to import. Additional sounds can be found and downloaded from the [Scratch Resources](#) site. Note that you can also record your own sounds (when a microphone is plugged into the computer).



Displaying and Changing Background

Various backgrounds are available for import. Additional background can be found and downloaded from the [Scratch Resources](#) site.



Task 1

Create a script, using any sprite (costume) that you wish, that asks the user at least one question and responds accordingly.

Task 2

Modify your program that so that it continues to ask the user for a response if the user entered an incorrect or inappropriate response.

Task 3

Add an appropriate background and sound(s) to your program.

**** The lab is due by the start of the next lab period - submitted through BlackBoard. ****