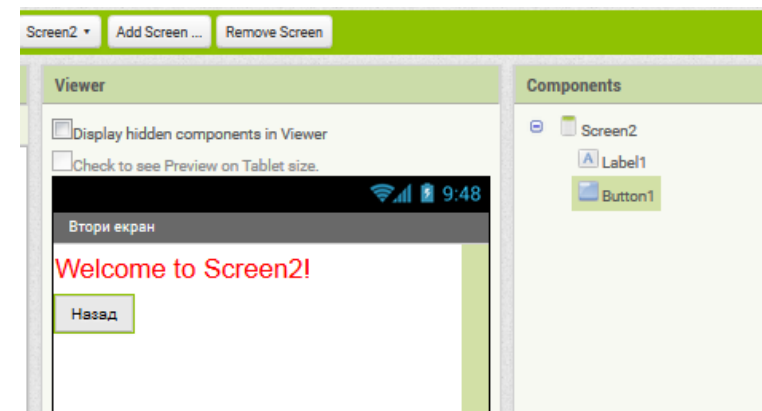
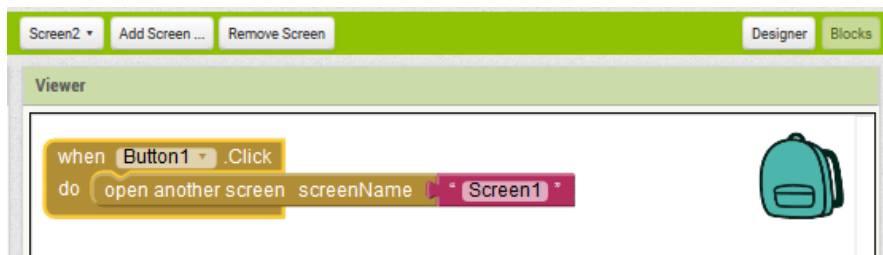
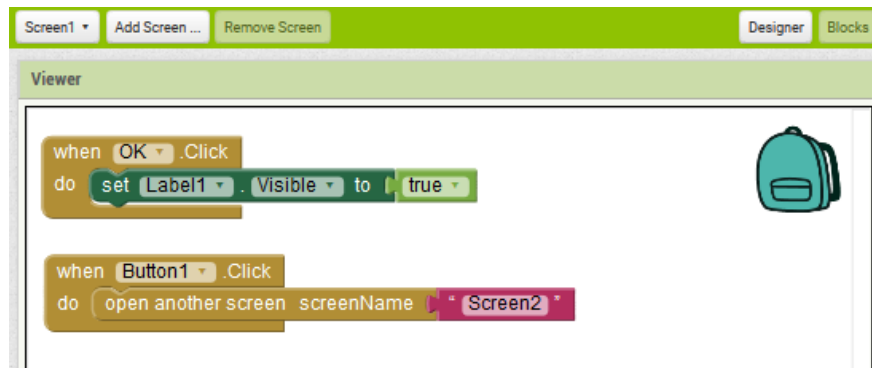
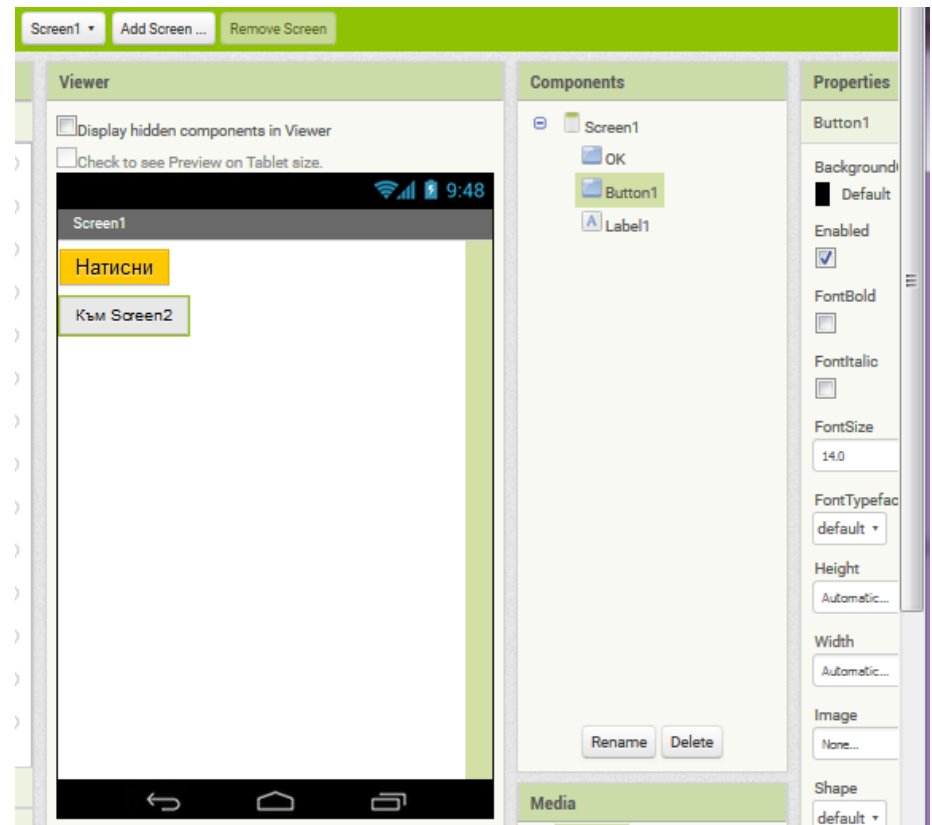


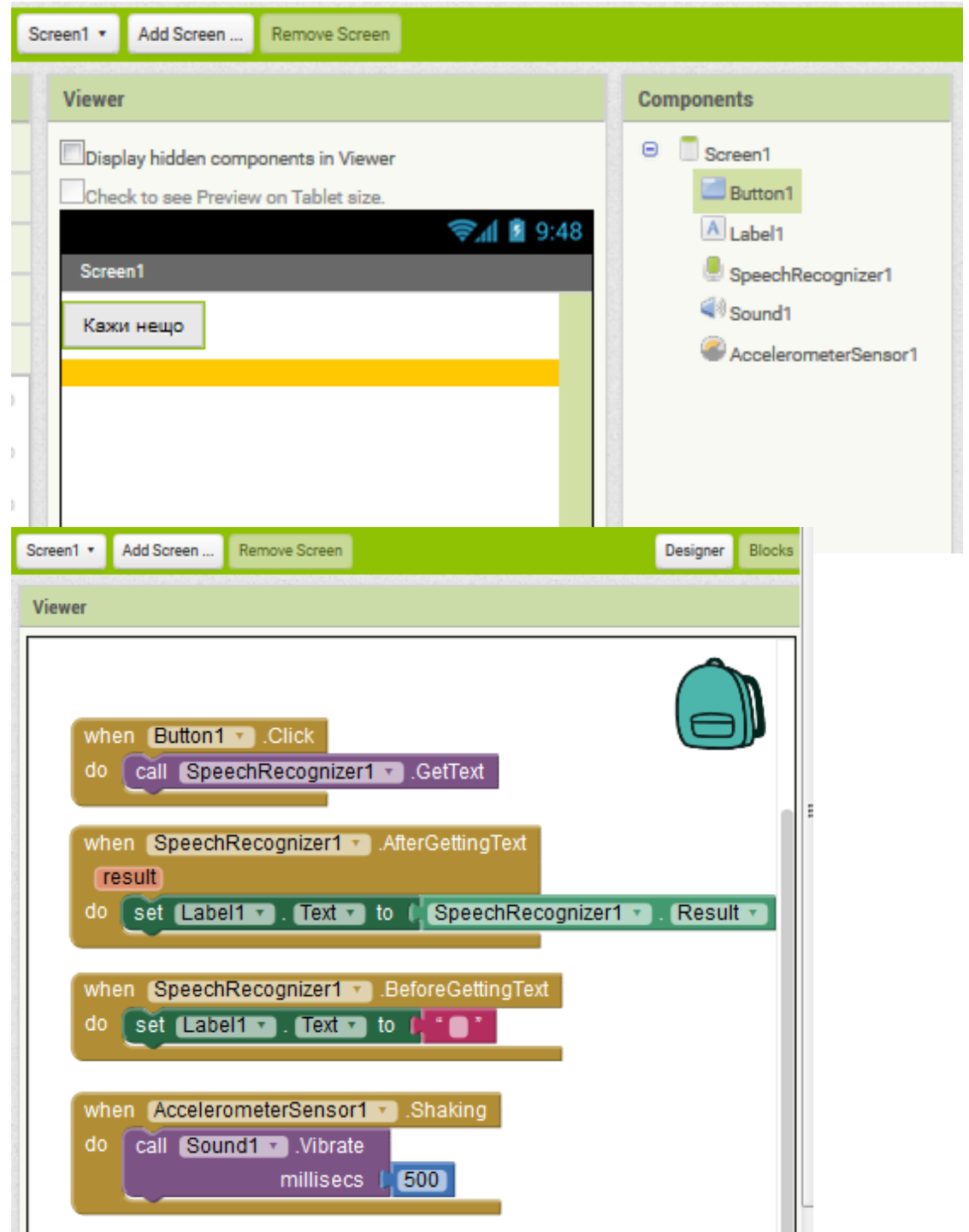
Задача 1:

- Когато щракнем бутона НАТИСНИ, се появява текст.
- Когато щракнем бутона към Screen2 ни отвежда към Втри екран.
- **Режим Designer:**
Screen1: Button1, Button2, Label1
За Label1/Text, записваме например „Здравей!“
Махаме отметката на Visible за Label1 в Properties
Screen2: Label1, Button1
- **Режим Blocks:**
За двата екрана



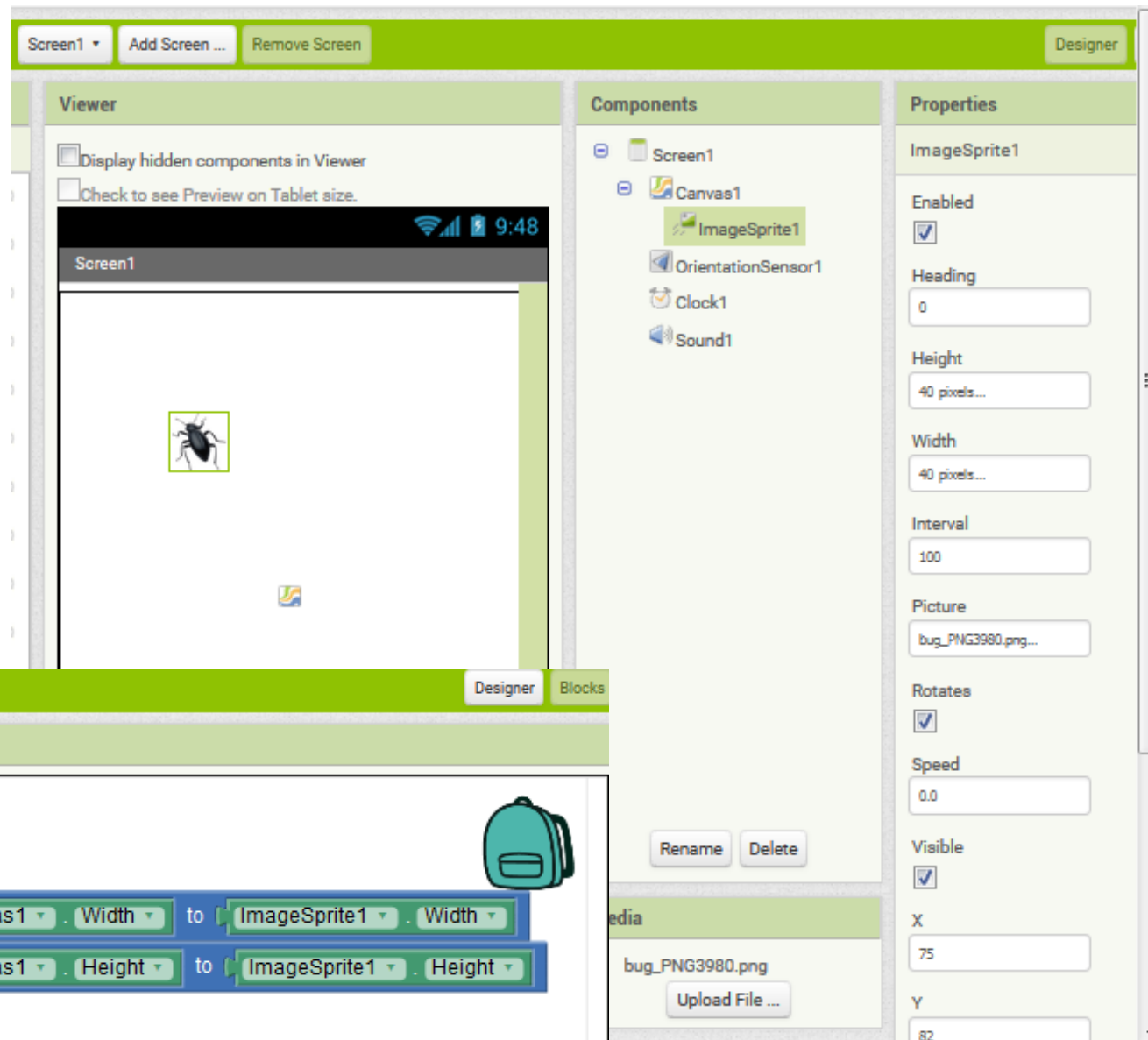
Задача 2:

- Приложението да записва какво казваме и да го изписва в текстовото поле.
- Когато разтърсим Смартфона – да вибрира.
- **Режим Designer:**
Добавете нужните обекти
За Label1/Text изтрийте текста, задайте Width:100%
- **Режим Blocks:**



Задача 3:

- Буболечка, която се премества на всяка секунда по екрана на произволни координати
- **Режим Designer:**
За Canvas задайте височина и ширина 100%
Изображението изберете от интернет и задайте подходящи размери



- **Режим Blocks:**

```
to MoveBug
do
  call ImageSprite1 .MoveTo
  random integer from Canvas1 . Width to ImageSprite1 . Width
  random integer from Canvas1 . Height to ImageSprite1 . Height
end

when Screen1 .Initialize
do
  call MoveBug
end

when Clock1 .Timer
do
  call MoveBug
end
```

Задача 4:

- При щракване на бутона TakePicture – прави снимка и я поставя за фон;
- При MakeVideo – прави видео;
- При Play – стартира видеото.

- **Режим Designer:**

За VideoPlayer1 задайте Height и Width – 50%

- **Режим Blocks:**

The screenshot shows the App Designer interface. On the left is the 'Viewer' pane showing a mobile app preview with a status bar at the top (9:48) and a bottom navigation bar. The app contains three buttons: 'TakePicture', 'Make a Video', and 'Play'. On the right is the 'Components' pane showing a tree view for 'Screen1' containing 'Button1', 'Button2', 'VideoPlayer1', 'Button3', 'Camera1', and 'Camcorder1'. Below the components list is a 'Media' section with an 'Upload File ...' button. At the bottom of the interface is a 'Non-visible components' section showing 'Camera1' and 'Camcorder1'.

The screenshot shows the 'Blocks' editor in the App Designer. It features a 'Viewer' header at the top left and a 'Backpack' icon at the top right. The workspace contains several event-driven code blocks:

- When **Button1** is clicked, call **Camera1** to take a picture.
- When **Camera1** finishes taking a picture, get the image and set it as the background image of **Screen1**.
- When **Button2** is clicked, call **Camcorder1** to record a video.
- When **Camcorder1** finishes recording, get the clip and set it as the source of **VideoPlayer1**.
- When **Button3** is clicked, call **VideoPlayer1** to start playing.

Задача 5:

- С бутон Take – правим снимка
- С бутоните Синьо, Зелено, Червено рисуваме върху изображението с различни цветове
- С бутон Wipe – изтриваме нарисуваното
- **Режим Designer:**
За Canvas задайте ширина 100% и височина 80%

- **Режим Blocks:**

```
when Wipe .Click
do call Canvas1 .Clear

when Take .Click
do call Camera1 .TakePicture

when Canvas1 .Touched
x y touchedAnySprite
do call Canvas1 .DrawCircle
  centerX get x
  centerY get y
  radius get global r
  fill true

when Camera1 .AfterPicture
image
do set Canvas1 .BackgroundImage to get image

when Canvas1 .Dragged
startX startY prevX prevY currentX currentY draggedAnySprite
do call Canvas1 .DrawLine
  x1 get prevX
  y1 get prevY
  x2 get currentX
  y2 get currentY
```

The screenshot shows the Scratch Designer interface. On the left, the 'Viewer' window displays a mobile app interface with a status bar at the top showing signal strength, Wi-Fi, and the time 9:48. The app has a title bar 'Paint' and three buttons: 'синьо' (blue), 'зелено' (green), and 'червено' (red). Below these are 'Take' and 'Wipe' buttons. The main area is a large white canvas with a small icon in the center. On the right, the 'Components' panel shows a tree view: Screen1 contains HorizontalArrangement1 (with blue, green, red buttons) and HorizontalArrangement2 (with Take, Wipe buttons, Canvas1, and Camera1). At the bottom of the Components panel are 'Rename' and 'Delete' buttons. A 'Media' panel is visible at the very bottom.

```
when red .Click
do set Canvas1 .PaintColor to red

when blue .Click
do set Canvas1 .PaintColor to blue

when green .Click
do set Canvas1 .PaintColor to green

initialize global r to 1
```