

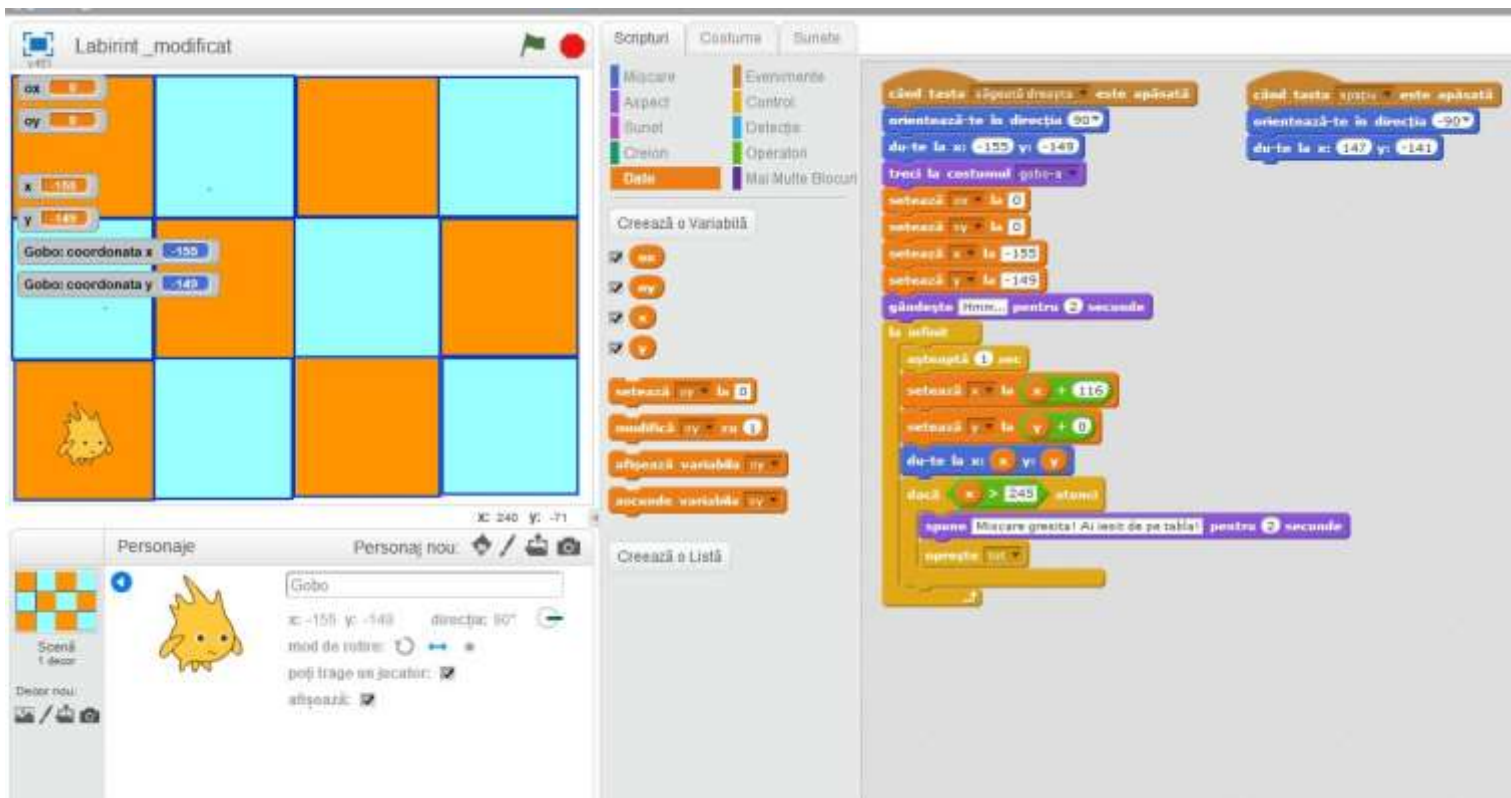
## Scratch- Analizarea si modificarea unui proiect.

Va rog sa descarcati aplicatia gratuita de pe site-ul <https://scratch.mit.edu/download> daca nu cumva il aveti instalat deja. Puteti deasemenea sa lucrati on line daca doriti <https://scratch.mit.edu/projects/editor/?tutorial=getStarted> .

Modificati proiectul labirint astfel incat personajul sa se deplaseze la apasarea unei taste si sa se opreasca cand a depasit suprafata labirintului. Trebuie afisat un mesaj de eroare.

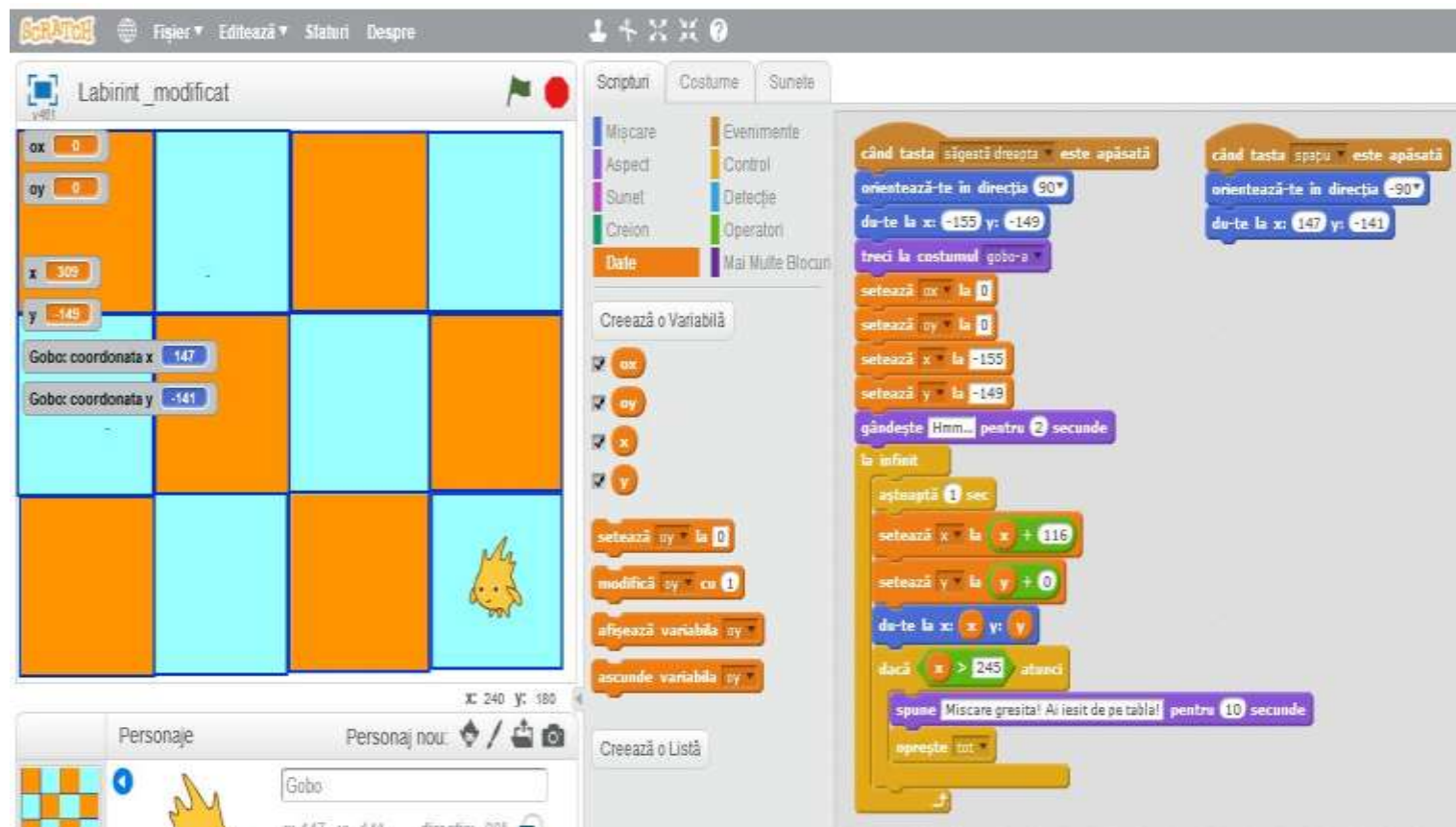
De exemplu:

1. Tasta sageata dreapta este apasata:



The image shows a software interface for a maze game. The main window is titled "Labirint\_modificat" and contains a 4x4 grid of cells. The cells alternate between orange and light blue in a checkerboard pattern. On the left side, there are several input fields: "ox" and "oy" both set to 0; "x" set to 309; "y" set to -149; "Gobo: coordonata x" set to 272; and "Gobo: coordonata y" set to -149. A yellow character with spiky hair is positioned on the right edge of the grid. A speech bubble next to it contains the text "Miscare gresita! Ai iesit de pe tabla!". At the bottom right of the grid, the coordinates "x: 240 y: -90" are displayed. Below the grid is a "Personaje" (Characters) panel. It includes a "Personaj nou:" (New character) button with icons for a character, a brush, a folder, and a camera. A character named "Gobo" is selected, with its position set to "x: 272 y: -149" and "directia: 90°". The rotation mode is set to "mod de rotire:" with a circular arrow icon. On the far left of the panel, there is a "Scenă" (Scene) button with a 3x3 grid icon.

## 2. Tasta spatiu este apasata



Folositi modelul din manual de la pagina 88-89

Veti trimite un print screen cu aplicatia salvata in Paint cu extensia \*.png sau .jpg cu numele : clasa\_numefamilie\_S6(ex: 5A\_POP\_S7)

Adresa de e-mail [liarusstar@gmail.com](mailto:liarusstar@gmail.com)

Termen: 11.06.2020