






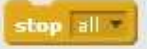









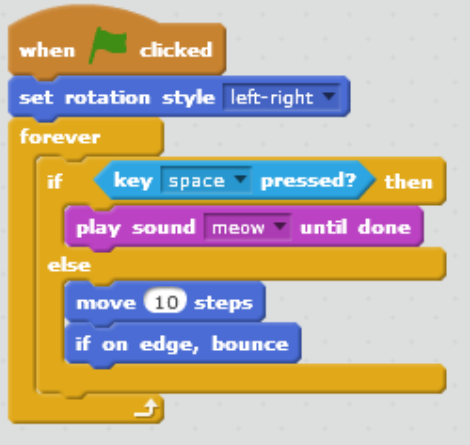

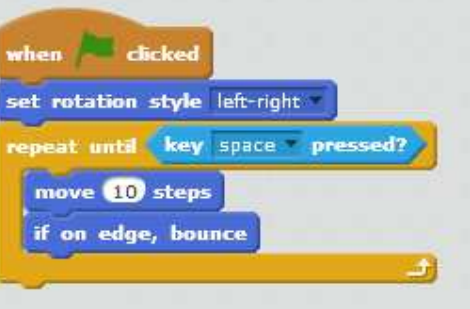
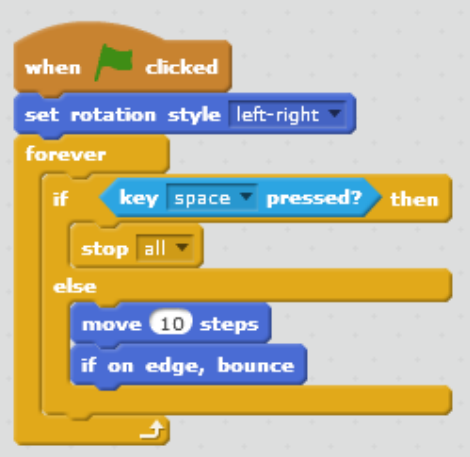
Control Blocks (Looping and Conditional Logic)


Control blocks automate the execution of scripts, pause script execution, and send messages to other sprites, allowing sprites to synchronize their execution. There are also control blocks that let you set up loops to repeatedly execute collections of code blocks as well as control blocks that let you conditionally execute other code blocks based on whether or not a test condition evaluates as true. Control blocks are coloured gold.

Control Block	Description
	Pauses script execution for a specified number of seconds, after which the script resumes its execution.
	Repeats the execution of all the code blocks embedded inside it a specified number of times.
	Repeatedly executes all of the code blocks embedded inside it.
	Executes all of the code blocks embedded within the control if the specified condition evaluates as true.
	Executes all of the code blocks embedded in the top half of the control (between the If and Else) if the specified condition evaluates as true and executes all of the code blocks embedded in the bottom half of the control (after Else) if the condition evaluates as being false.
	Pauses script execution until a specified condition becomes true.
	Repeats all of the code blocks embedded inside it for as long as a tested condition evaluates as true.
	Halts the execution of all scripts for all sprites in the application.
	It is only for sprites, and this hat block will only be triggered when a clone will be formed, and it will be executed by only that clone.
	It creates the clone of a specified object.
	It deletes the clone of a sprite.

Control Blocks - Activities

Sl. No	Activity Name	Activity Image
1	Pausing Script Execution	
2	Executing a loop for a predetermined number of times.	
3	Executing a loop forever.	
4	If condition	

5	If-else condition	 <pre> when green flag clicked set rotation style to left-right forever loop if key space pressed? then play sound meow until done else move 10 steps if on edge, bounce </pre>
6	Pauses script execution and waits for a specified condition to become true	 <pre> when green flag clicked forever loop wait until mouse down? play sound meow until done </pre>
7	loop is set up to execute repeatedly until a specified condition to become true	 <pre> when green flag clicked set rotation style to left-right repeat until key space pressed? move 10 steps if on edge, bounce </pre>
8	Terminating Script Execution	 <pre> when green flag clicked set rotation style to left-right forever loop if key space pressed? then stop all else move 10 steps if on edge, bounce </pre>

9	Clone-Demonstration	 <p>The image shows a Scratch script for a clone demonstration. It consists of three main sections:</p> <ul style="list-style-type: none">When clicked: A 'when green flag clicked' block followed by a 'forever' loop containing:<ul style="list-style-type: none">'wait until mouse down?' block'go to mouse-pointer' block'create clone of myself' blockWhen I start as a clone: A 'when I start as a clone' block followed by a 'change color effect by 25' block.When space key pressed: A 'when space key pressed' block followed by a 'delete this clone' block.
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