

PRESS 'P' TO PAUSE

```

when green flag clicked
  go to x: 0 y: 0
  forever if playing = yes
    move 50 steps
    turn pick random 1 to 10 degrees
    wait 0.1 secs
    if on edge, bounce
    turn pick random 1 to 10 degrees
  
```



```

when green flag clicked
  set playing to yes

when p key pressed
  if playing = yes
    set playing to no
  else
    set playing to yes
  
```



```

when green flag clicked
  forever if playing = yes
    point towards fish
    move 5 steps
  
```



Variables

playing

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RANDOM TRIGGERS

```

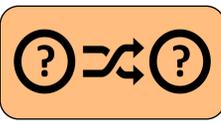
when green flag clicked
  forever
    hide
    go to x: 0 y: 0
    set random_1 to pick random 1 to 10
    set random_2 to pick random 1 to 10
    wait 0.5 secs
    if random_1 = random_2
      show
      think 2 random numbers the same! for 2 secs
  
```



Variables

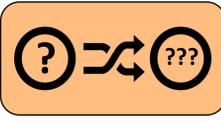
random_1

random_2



```

when green flag clicked
  forever
    hide
    go to x: pick random -240 to 240 y: pick random -180 to 180
    wait pick random 0.1 to 1 secs
    show
    wait pick random 0.5 to 2 secs
  
```

020

021

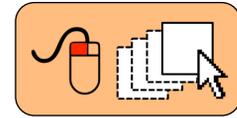


DRAG 'N' DROP



```

when green flag clicked
  go to x: -100 y: -50
  
```



```

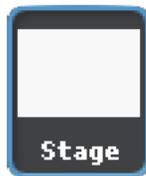
when green flag clicked
  go to x: 0 y: 0
  forever loop
    if touching cat? and not mouse down?
      go to x: x position of cat y: y position of cat + 55
    if not touching cat? and not mouse down?
      go to x: 0 y: 0
  
```

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SMOOTH MOVES

```

when green flag clicked
  set control to keys
  
```



```

when c key pressed
  if control = keys
    set control to mouse
  else
    set control to keys
  
```



```

when green flag clicked
  forever loop
    if control = keys
      if key right arrow pressed?
        change x by 10
      if key left arrow pressed?
        change x by -10
      if key up arrow pressed?
        change y by 10
      if key down arrow pressed?
        change y by -10
    if control = mouse
      set x to mouse x
      set y to mouse y
  
```



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