

A főszereplő (Macska) blokkjai

The image displays the Scratch development environment. On the left, the code area contains two scripts for the Cat sprite:

- When clicked:** A yellow 'when clicked' block followed by a blue 'move to x: -174 y: 139' block, then an orange 'forever' loop containing a blue 'look at mouse cursor' block.
- When key pressed:** A yellow 'when key pressed' block (labeled 'szökőz') followed by a blue 'move 5 steps' block.

On the right, the stage area shows the Cat sprite at the top left, the Jerry mouse in the center, and the Kismacskas (baby cat) at the bottom right. The 'Pontszám' (Score) is 0.

Below the stage, the 'Szereplő' (Sprite) panel shows the 'Macska' (Cat) sprite selected. Its properties are:

- Position:** x: -174, y: 139
- Size:** 60
- Direction:** 90

The 'Szinpad' (Stage) panel shows the background is 'Háttér' 1.

Az egér blokkjai

The image displays a Scratch project interface. On the left, a script is built for a mouse character. It begins with a green flag click event, followed by a 'teleport to random location' block. A 'forever' loop contains a 'set direction to left-right' block, an 'if touched by cat?' conditional block, a 'look at cat in direction' block, a 'move 10 steps' block, and a 'while' loop. The 'while' loop contains a 'move 1 step' block and a 'if at edge, bounce back' block. On the right, the stage shows a cat character at the top, a mouse character at the bottom, and a turtle character in the center. A score display at the top right shows 'Pontszám 0'. The bottom right panel shows the 'Mouse' character selected, with its position set to x: 32, y: -69, size 50, and direction -128. The 'Stage' panel shows a single background.

Script:

- ra kattintáskor
- ugorj véletlen hely helyére
- mindig
- jelmez balra-jobbra nézhet
- ha érinted: Macska ? akkor
- nézz Macska irány fókusz irányba
- menj 10 lépést
- különb
- menj 1 lépést
- ha szélén vagy, pattanj vissza

Stage:

- Pontszám 0
- Macska
- Egér
- Kismacska

Szereplő:

- Egér
- x: 32
- y: -69
- Megjelenítés
- Méret: 50
- Irány: -128

Színpad:

- Hátterek: 1

A kismacska blokkjai

The image displays the Scratch programming environment. On the left, a script is built on the 'when green flag clicked' event:

- Score (Pontszám) becomes (legyen) 0
- Move (ugorj) to a random place (véletlen hely) to a random place (helyére)
- Forever loop (mindig):
 - If (ha) mouse clicked (érinted: Egér) then (akkor):
 - Move (ugorj) to a random place (véletlen hely) to a random place (helyére)
 - Score (Pontszám) changes (változzon) by 1

On the right, the stage shows a cat sprite (Kismacska) and a mouse sprite (Egér). The score is 0. The bottom right panel shows the 'Kismacska' block selected in the 'Szereplő' (Sprites) section, with its position (x: -30, y: 86) and size (Méret: 40) displayed. The 'Színpad' (Stage) section shows the background (Hátterek: 1).