

Problem in words

Problem in Code

One possible solution

3.10 project1

The ghost sprite should run away from the balloon, but he doesn't! Can you fix it?

```

if touching Balloon ? then
  switch costume to ghost-d
  move 5 steps

```

```

forever
  if touching Balloon ? then
    switch costume to ghost-d
    move 5 steps

```

3.10 project2

The backdrop should switch when too low ($y < -70$) and switch back to normal once high enough again. Can you fix the program?

```

forever
  if y position < -70 then
    switch backdrop to Not OK
    switch backdrop to OK

```

```

forever
  if y position < -70 then
    switch backdrop to Not OK
  else
    switch backdrop to OK

```

3.10 project 3

Wizard will follow the mouse and try to press the button when you click. When the wizard successfully presses the button the radio should turn on, but it doesn't. Can you fix?

```

when I receive message1
  switch costume to Radio-b
  forever
    play sound Bossa Nova until done

```

```

when I receive Turn on
  switch costume to Radio-b
  forever
    play sound Bossa Nova until done

```

3.10 project 4

When space is held the bear should walk right. When she hits the tree she should say "Ouch!", switch direction and then start walking left.

```

if touching Tree ? then
  say Ouch! for 0.5 seconds
  point in direction -90
else
  next costume
  move 10 steps

```

```

if touching Tree ? then
  say Ouch! for 0.5 seconds
  point in direction -90
else
  next costume
  move 10 steps

```

3.10 Project 5

The dinosaur tells a joke and then asks if you want to hear another one. He is supposed to tell another joke if you type in "yes" in all lowercase, or say, "Goodbye!" for any other answer, but he doesn't! Can you fix this?

```

if answer = yes then
  switch costume to dinosaur1-b
  say What do you call a three-eyed dinosaur?
else
  switch costume to dinosaur1-c
  say I'm-sure-he-saurus! for 3 seconds
switch costume to dinosaur1-a
say Goodbye! for 2 seconds

```

```

if answer = yes then
  switch costume to dinosaur1-b
  say What do you call a three-eyed dinosaur?
  switch costume to dinosaur1-c
  say I'm-sure-he-saurus! for 3 seconds
else
  switch costume to dinosaur1-a
  say Goodbye! for 2 seconds

```

