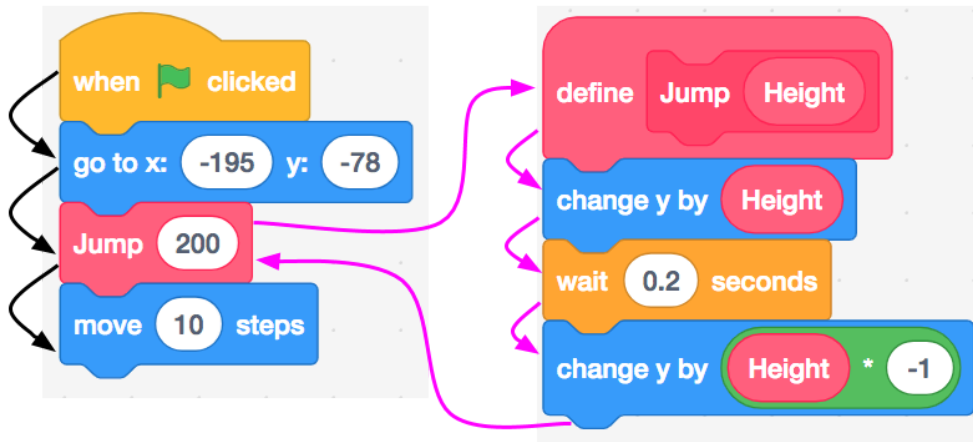


6.4 Flow of control: Make-a-block.

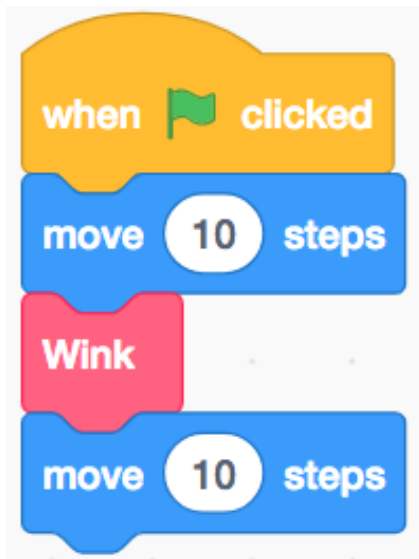
Name(s): _____



Sequence of Steps:

1. when clicked
2. go to
3. begin block "Jump"
Jump: change y by (height)
Jump: wait
Jump: change y by (height *-1)
4. end block "Jump"
5. move

Your turn: 1. Use arrows to mark the flow of control. 2. Document steps.



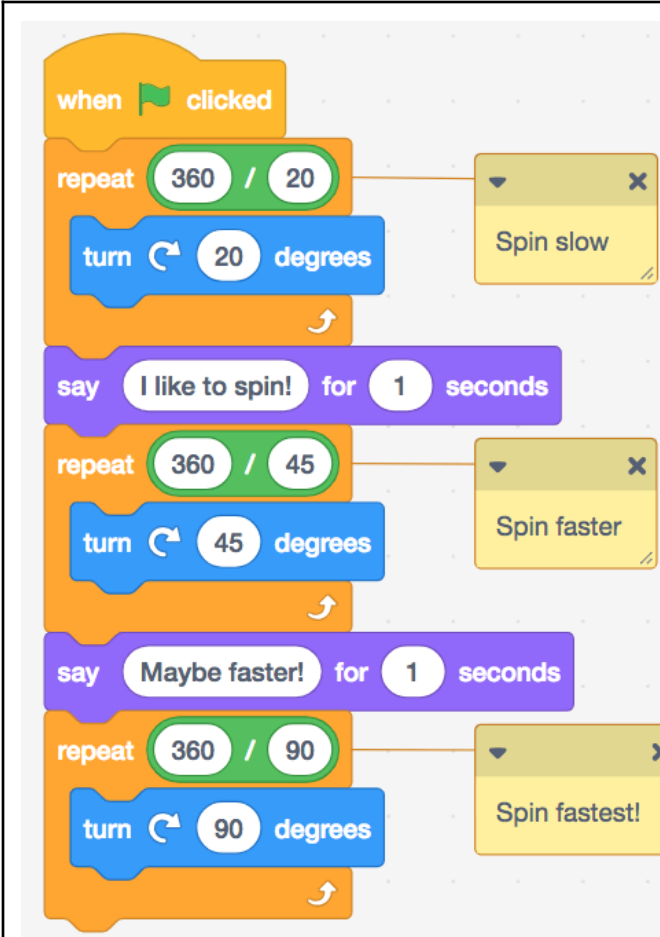
Sequence of Steps:

1. when clicked
2. _____
3. _____
4. _____
5. _____

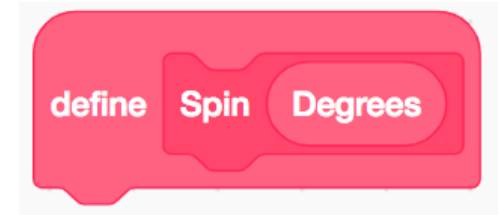
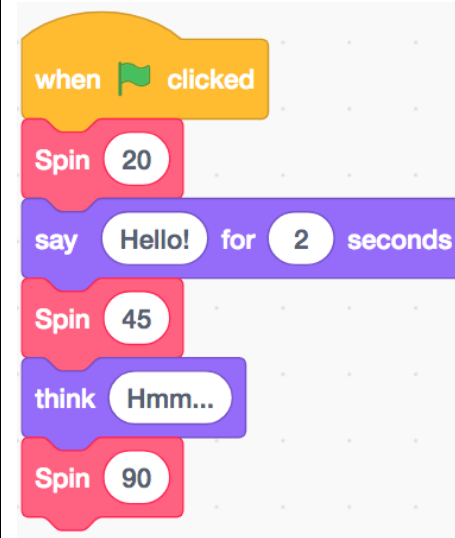
6.4

Examine code below.

Rewrite using a "make-a-block: *Spin*". Please complete the procedure definition for "Spin".



Three Procedure calls to "Spin".



Why use make-a-block?

- It keeps code simple, so it is easier to read.
- It keeps reuses code, so less code is needed.
- Making a block with Parameters will increase the number of outcomes you get from the block.