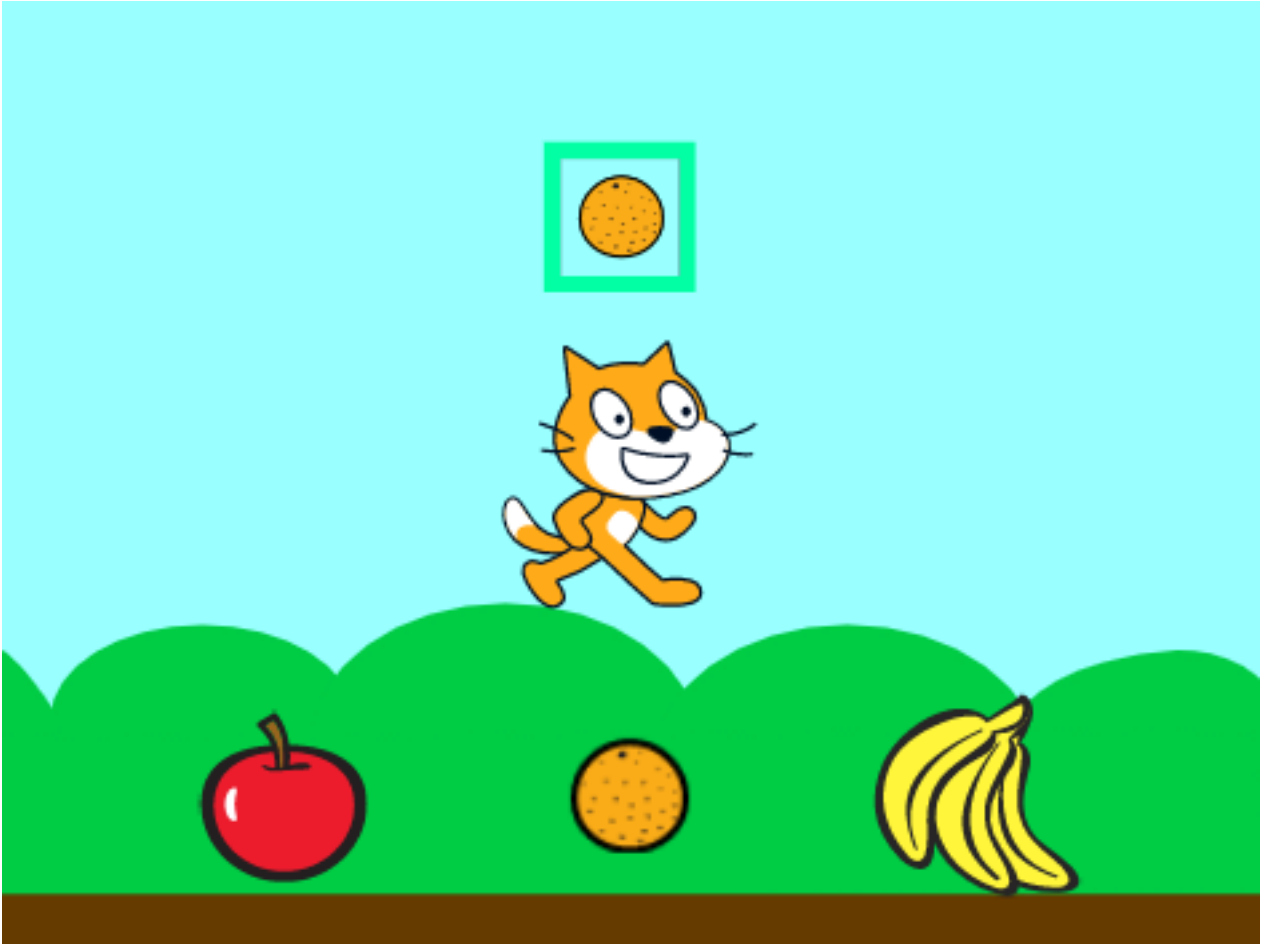


ギ ブ ミ ー フ ル ー ツ  
Give me fruits

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ZERONE studio

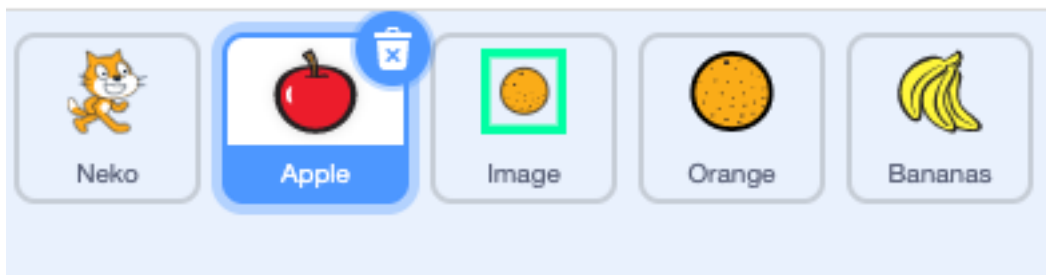
この作品は、ゼロワンスタジオの生徒さんの作品です。

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## Spriteを追加する。

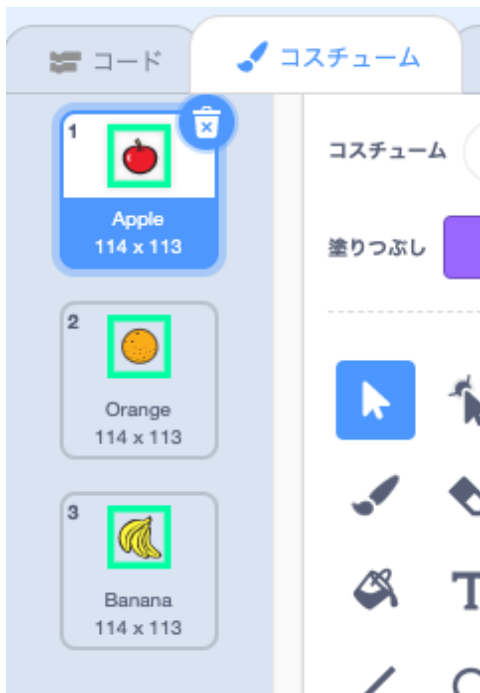
① 5種類のスプライトを用意します。名前を、Neko、Apple、Orange、Bananas、Imageとします。

※Imageについては、下記のようにして作ります。



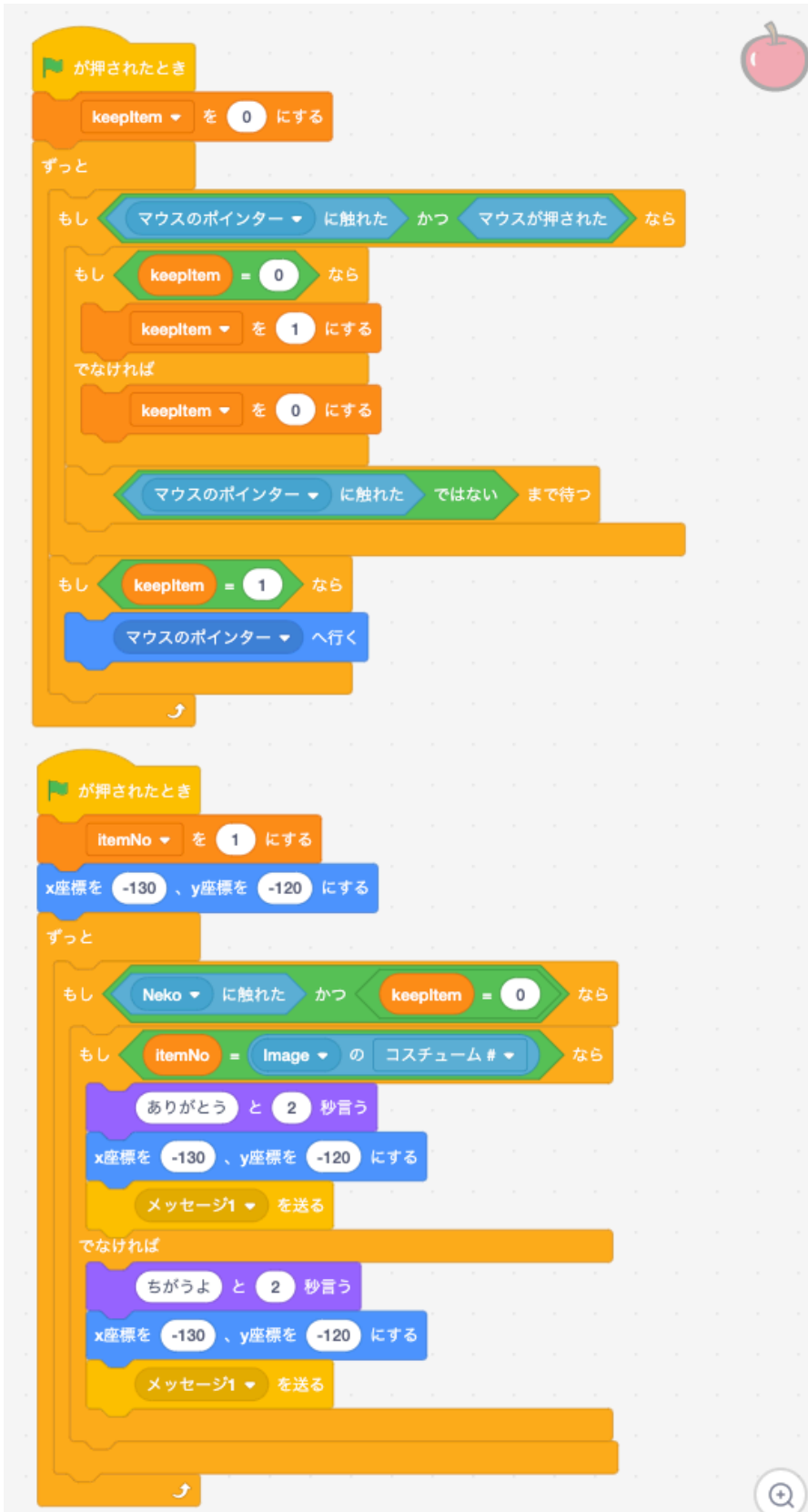
## Imageを作る。

① Imageのコスチュームは、Apple、Orange、Bananasを枠で囲ったものにします。



## Appleのスク립トを作る。

- ①変数「keepItem」、「itemNo」を、このスプライトのみ、で作ります。
- ②以下のように、コードを作ります。



The image shows two Scratch scripts for an Apple sprite. The first script is triggered by a 'when clicked' event and sets 'keepItem' to 0. It then enters a 'forever' loop. Inside the loop, it checks if the mouse pointer is over the apple and if the mouse is clicked. If both are true, it checks if 'keepItem' is 0. If so, it sets 'keepItem' to 1. Otherwise, it sets 'keepItem' to 0. It then waits until the mouse pointer is no longer over the apple. After the loop, it checks if 'keepItem' is 1 and moves the mouse pointer to the apple.

The second script is also triggered by a 'when clicked' event and sets 'itemNo' to 1. It sets the x and y coordinates to -130 and -120. It enters a 'forever' loop. Inside the loop, it checks if 'Neko' is over the apple and if 'keepItem' is 0. If both are true, it checks if 'itemNo' is equal to the costume number of the 'Image' sprite. If so, it says 'ありがとう' for 2 seconds, sets the x and y coordinates to -130 and -120, and sends a message. Otherwise, it says 'ちがうよ' for 2 seconds, sets the x and y coordinates to -130 and -120, and sends a message.

## OrangeのSCRIPTを作る。

①Appleのコードをコピーして、赤枠部分を修正します。

The image displays two screenshots of the Orange3 script editor, illustrating the process of modifying a script. The top screenshot shows a script starting with a 'when clicked' event block, followed by a 'set keepItem to 0' block. A 'loop' block contains a 'when mouse pointer touches' condition, which branches into 'if keepItem = 0' and 'if keepItem = 1' conditions. The 'if keepItem = 0' branch includes a 'set keepItem to 1' block, and the 'if keepItem = 1' branch includes a 'move mouse pointer' block. The bottom screenshot shows a similar script structure but with 'itemNo' and 'x/y coordinates' instead of 'keepItem'. Red boxes highlight the '0' values in the 'x座標を 0 y座標を -120 にする' blocks, indicating the parts to be modified.

## BananasのSCRIPTを作る。

①Appleのコードをコピーして、赤枠部分を修正します。

The image shows two Scratch-style scripts for a character named 'Bananas'.

**Script 1 (Top):** Triggered by 'Clicked' (が押されたとき). It sets 'keepItem' to 0. A 'Forever' (ずっと) loop contains: 'If mouse pointer is over and mouse is clicked' (もし マウスのポインターに触れたかつ マウスが押されたなら) -> 'If keepItem = 0' (もし keepItem = 0 なら) -> 'Set keepItem to 1' (keepItem を 1 にする) -> 'If not' (でなければ) -> 'Set keepItem to 0' (keepItem を 0 にする) -> 'Wait until mouse pointer is not over' (マウスのポインターに触れたではないまで待つ) -> 'If keepItem = 1' (もし keepItem = 1 なら) -> 'Move mouse pointer' (マウスのポインターへ行く).

**Script 2 (Bottom):** Triggered by 'Key pressed' (が押されたとき). It sets 'itemNo' to 3. It sets 'x coordinate' to 130 and 'y coordinate' to -120. A 'Forever' (ずっと) loop contains: 'If Neko is over and keepItem = 0' (もし Nekoに触れたかつ keepItem = 0 なら) -> 'If itemNo = Image costume #' (もし itemNo = Image の コスチューム# なら) -> 'Say thank you for 2 seconds' (ありがとうと2秒言う) -> 'Set x coordinate to 130 and y coordinate to -120' (x座標を130 y座標を-120にする) -> 'Send message 1' (メッセージ1を送る) -> 'If not' (でなければ) -> 'Say sorry for 2 seconds' (ちがうよと2秒言う) -> 'Set x coordinate to 130 and y coordinate to -120' (x座標を130 y座標を-120にする) -> 'Send message 1' (メッセージ1を送る).

Red circles in the second script highlight the '130' value in the 'x座標を' blocks.

## Imageのスク립トを作る。

①次のように、Imageのコードを書きます。

