

Blocks

- [-] Built-in

- Control
- Logic
- Math
- Text
- Lists
- Dictionaries
- Colors
- Variables
- Procedures

Screen 1

- Diagram illustrating a TableArrangement1 containing six buttons (Button11 to Button23) and two buttons (Rename and Delete) at the bottom.

Media

 oneup.mp3

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Viewer

```
initialize global message_counter to 0
```

```
initialize global target to Button1
```

The script consists of a single 'loop' block. Inside the loop, there is a 'initialize global' block with the variable 'buttons' and a 'make a list' block containing the following items:

- Button11
- Button12
- Button13
- Button21
- Button22
- Button23
- Button31
- Button32
- Button33

```
when Button11.Click
do
  call set_mark
  button Button11
```

```
when Button21.Click
do
  call set_mark
  button Button21
```

```
when Button1.Click
do
  call set_mark
  button Button1
```

```
when Button12.Click
do
  call set_mark
    button Button12
```

```
when Button22.Click
do
  call set_mark
  button Button22
```

```
when Button32 .Click
do
  call set_mark
  button Button32
```

```
when Button13.Click
do
  call set_mark
  button Button13
```

```
when Button23.Click
do
  call set_mark
  button Button23
```

```
when Button33.Click
do
  call set_mark
  button Button33
```

```

when Clock1.Timer
do
  set Button.BackgroundColor
    of component
      to
        get global target
  set global target to
    pick a random item list
      get global buttons
  set Button.BackgroundColor
    of component
      to
        [Yellow]
  if
    get global message_counter = 0
  then
    set Label1.Text to
      [ ]
  else
    set global message_counter to
      get global message_counter + 1

```



The screenshot shows a Scratch script for a button click event. The script is as follows:

```
when clicked by mouse  
do  
  if   
    Button.BackgroundColor of component get button  
  then  
    call Sound1.Play  
    set Label1.Text to "ヒット!"  
    set global message_counter to 10
```

The script is written in a Scratch-like block-based language. It starts with a "when clicked by mouse" event block, followed by a "do" block. Inside the "do" block, there is an "if" block. The "if" block has a condition: "Button.BackgroundColor of component get button". If this condition is true, the "then" block executes three actions: "call Sound1.Play", "set Label1.Text to 'ヒット!'", and "set global message_counter to 10".