

S e a n M c M a n u s

Foreword by  
Mitchel Resnick  
MIT Media Lab

# Scratch Programming

covers Scratch 2.0 and Scratch 1.4

in  
easy steps



PLAIN ENGLISH

EASY TO FOLLOW

FULLY ILLUSTRATED

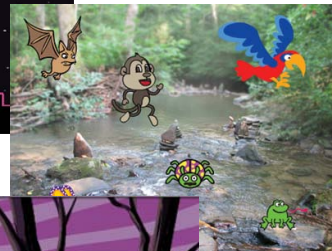
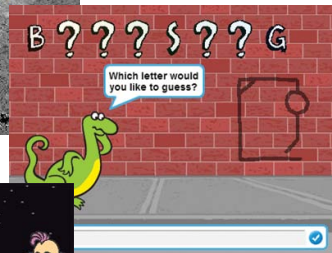
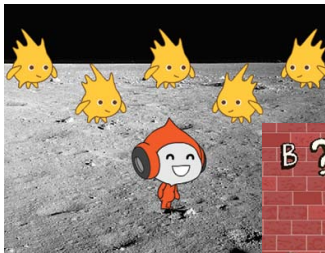
IN FULL COLOR

# Learn to program with Scratch

Scratch makes it easy to create your own games, animations, music, art or applications. It's the perfect way to learn programming because it takes away a lot of the complexity. That means you can focus on having great ideas and bringing them to life. With this book as your companion, you'll learn how to:

- Design, build and share your own programs
- Create addictive arcade games, quizzes and word games
- Make computer-generated art
- Play your favourite music and compose your own tunes
- Use variables, lists, loops, broadcasts and operators to create sophisticated software
- Avoid common programming pitfalls and bugs
- Interact with webcam video and the sensors on a PicoBoard

This book is an in-depth guide to both the new web-based Scratch 2.0, and Scratch 1.4, as used on the Raspberry Pi. With no prior knowledge needed, this book takes you from scratch to Scratcher!



## Foreword by Mitchel Resnick

7

## 1

### Introducing Scratch

9

What is Scratch?	10
Which version of Scratch?	11
Starting on the Raspberry Pi	12
Creating a Scratch account	13
Using the Scratch screen	14
Exploring the blocks	16
Changing the backdrop	18
Creating your first program	20
Saving your project	23
Opening projects	25
Opening shared projects	26

## 2

### Drawing with Scratch

27

Understanding coordinates	28
Changing a sprite's position	30
Using the pen	31
Drawing a house in Scratch	33
Using directions to move	35
Keeping sprites upright	36
Drawing using directions	38
Making shapes using Repeat	39
Putting loops inside loops	40
Creating Rainbow Painter	41

## 3

### Spiral Rider

43

Introducing Spiral Rider	44
Using the green flag	45
Creating variables	46
Drawing a spiral	48
Changing the background	51
Adding sprites	52
Animating the crab	54
Enabling keyboard control	56
Making the fish move	58
Adding Game Over messages	61

# 4

## Super Dodgeball

63

Introducing Super Dodgeball	64
Setting up the variables	65
Preparing for the game start	67
Using coordinates to move	68
Adding more images	70
Renaming sprites	71
Making random numbers	72
Moving the ball	73
Copying and deleting sprites	75
Adding the energy meter	78
Painting in Scratch	80
Using Paint tools	82
Using colors	84
Using vectors in Scratch 2.0	85
Making the ice cream appear	86
Enabling the player to score	88
Tweaking the gameplay	90

# 5

## Cosmic Chorus

91

Introducing Cosmic Chorus	92
Adding sprites and costumes	93
Preparing Cosmic Chorus	96
Adding sounds to a sprite	97
Sounds in Scratch 1.4	99
Recording in Scratch 1.4	100
Playing sounds	101
Making Gobo sing	102
Using broadcasts	103
Conducting the Gobo	104
Adding more Gobos	105
Playing music in Scratch	107
Adding the singing soloist	108
Adding a title screen	110
Enabling the title screen	111
Making your own tunes	112
London Bridge	114

# 6

## Quiz Break

115

Introducing Quiz Break	116
Preparing for Quiz Break	117
Drawing the timer	119
Moving the clock hand	121
Adding a rising sound effect	124
Asking questions	125
Joining text to greet players	126
Preparing the quiz	127
Making the questions	128
Checking the answers	130
Reporting the scores	132
Adding the victory dance	133

# 7

## Hangman

135

Introducing Hangman	136
Importing the images	137
Making the gallows	138
Making the alphabet sprite	140
Creating the variables	141
Setting up the gallows	142
Losing the game	143
Adding graphic effects	144
Creating the main script	146
Creating lists	149
Using lists	150
Setting up the variables	152
Showing the game board	155
Testing the game board	158
Asking for the player's guess	159
Checking the letter	161
Game over	164

# 8

## Space Swarm

165

Introducing Space Swarm	166
Preparing the images	167
Adding sound effects	169
Creating the variables	170
Programming the hero	171
Enabling the player to fire	174
Moving and shooting aliens	175
Finishing touches	177
Adding the high score	178

**9****Scratch hardware projects****179**

Using a webcam	180
Using video direction	181
Going Batty	182
Using a PicoBoard	184
Making a clap-o-meter	185
Making Night Flight	186
Using the Raspberry Pi GPIO	189

**10****Seven shorties****191**

Keepy-Uppy	192
Shop Cat	194
Penguin Patter	197
Ransom Writer	198
Maze Mania	201
Abstract Artist	202
Photo Safari	203

**11****Making and sharing projects****205**

Making your own programs	206
Common bugs	208
Sharing your projects	209
Resources	210
Acknowledgements	210

**Acknowledgements****210****Index****211**

# How to use this book

Welcome to the wonderful world of Scratch!

This book will show you some of the great projects you can build with Scratch, and will give you the skills and knowledge you need to start designing your own projects.

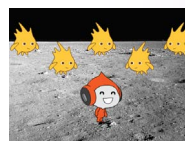
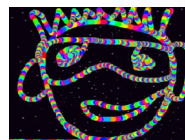
The book has been written so that each chapter teaches you something new, and builds on the previous chapters. For that reason, the best way to use this book is to work through the chapters in the right order.

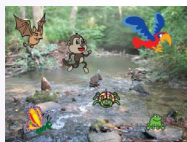
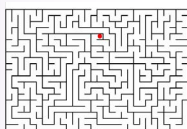
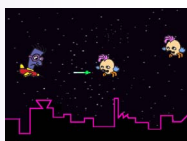
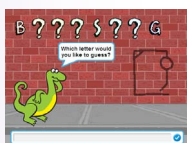
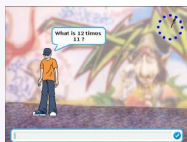
Feel free to experiment as you go, though: there are lots of things you can do to customize and improve the examples in this book, and that's a big part of what Scratch is all about.

If you need advice on something that hasn't been covered yet, or you want to revise something you read earlier, consult the index for more information.

Here's what's in store:

- In Chapter 1, you'll learn the basics of Scratch. Sprites are objects you can use in your games, and you'll meet the cat sprite here. In your first program, it goes for a quick walk.
- In Chapter 2, you'll learn how to draw with Scratch, how to move sprites around the Stage, and how to make bits of your program repeat. The final project is art program Rainbow Painter, which leaves a colorful line behind your mouse.
- In Chapter 3, Spiral Rider is your first game. You'll learn how to enable keyboard control of a sprite, and how to detect when the player's character touches something else, and you'll discover how to remember information in a program.
- In Chapter 4, the Dodgeball game shows you how to build a game with lots of sprites moving at once. You'll learn how to design your own sprites, how to clone them in Scratch 2.0, how to make random numbers, and how to keep score.
- In Chapter 5, you get to conduct the Cosmic Chorus. You'll see how to use recorded sounds and musical notes, how to get one sprite to control another, and how to make a title screen.





## ...cont'd

- In Chapter 6, Quiz Break tests players' maths skills against the clock. You'll learn how to use the timer, how to use the operators for maths, and how to join text together.
- In Chapter 7, the game Hangman teaches you how to use lists in Scratch, how to ask the player for information, how to structure complex programs, and how to write on the Stage.
- In Chapter 8, you'll create an arcade game and learn how to make one sprite fire on another, and how to make special effects to include in your game.
- In Chapter 9, you'll learn how to use Scratch with your webcam, microphone and the PicoBoard add-on which combines several sensors in one Scratch-friendly device. Flap your hands at the screen to wave away the bats and use your PicoBoard to control a witch's night flight. You'll also see how to control a light connected to the Raspberry Pi from Scratch.
- Chapter 10 contains seven short programs you can experiment with and customize, including the games Shop Cat, Maze Mania, Photo Safari and Breakthrough.
- Chapter 11 gives you advice on creating your own programs, and resources you can use to help you get started.

## Downloading the examples

The best way to use this book is to work your way through the chapters in order, creating the examples as you go. You'll learn more about programming, and you'll have a chance to customize the examples as you go.

If you can't get the examples to work, or if you want to take a shortcut, you can download them. The examples for Scratch 1.4 can be downloaded at the author's website at [www.sean.co.uk](http://www.sean.co.uk) and the publisher's website at [www.ineasystem.com](http://www.ineasystem.com)

To find the examples for Scratch 2.0, visit the author's profile on the Scratch website. You can find it at <http://scratch.mit.edu/users/seanmcmamus/>



# Foreword by Mitchel Resnick

*Mitchel Resnick is Professor of Learning Research at the MIT Media Lab.*

**Is it important for all children to learn how to write? After all, very few children grow up to become journalists, novelists, or professional writers. So why should everyone learn to write?**



Of course, such questions seem silly. People use writing in all parts of their lives: to send birthday messages to friends, to jot down shopping lists, to record personal feelings in diaries. The act of writing also engages people in new ways of thinking. As people write, they learn to organize, refine, and reflect on their ideas. It's clear that there are powerful reasons for everyone to learn to write.

I see coding (computer programming) as an extension of writing. The ability to code allows you to “write” new types of things – interactive stories, games, animations, and simulations. And, as with traditional writing, there are powerful reasons for everyone to learn to code.

The recent surge of interest in learning to code, reflected in sites like codecademy.com and code.org, has focused especially on job and career opportunities. It is easy to understand why: the number of jobs for programmers and computer scientists is growing rapidly, with demand far outpacing supply.

But I see much deeper and broader reasons for learning to code. In the process of learning to code, people learn many other things. They are not just learning to code, they are coding to learn. In addition to learning mathematical and computational ideas (such as variables and conditionals), they are also learning strategies for solving problems, designing projects, and communicating ideas. These skills are useful not just for computer scientists but for everyone, regardless of age, background, interests, or occupation.

Six years ago, my research group at the MIT Media Lab launched the Scratch programming language and online community in an effort to make coding accessible and appealing to everyone.

## ...cont'd

We've been amazed with the diversity and creativity of the projects. Take a look at the Scratch website and you'll find animated stories, virtual tours, science simulations, public-service announcements, multimedia art projects, dress-up games, paint editors, and even interactive tutorials and newsletters.

We find that active members of the Scratch community start to think of themselves differently. They begin to see themselves as creators and designers, as people who can make things with digital media, not just browse, chat, and play games. While many people can read digital media, Scratchers can write digital media.

### Hot tip



The book has been written so that each chapter teaches you something new, and builds on the previous chapters. For that reason, the best way to use this book is to work through the chapters in the right order.

Scratch community members also begin to see the world in new ways. As one 11-year-old Scratcher wrote on a public blog: “I love Scratch. Wait, let me rephrase that – Scratch is my life. I have made many projects. Now I have what I call a ‘Programmer’s mind.’ That is where I think about how anything is programmed. This has gone from toasters, car electrical systems, and soooo much more.”

It has been exciting to watch what young people are creating and learning with Scratch. But this is just the beginning. The new version of the Scratch programming language and online community moves Scratch into the cloud, enabling people to program, save, share, and remix Scratch projects directly in a web browser. The new version also adds many new features to enhance opportunities for creativity and collaboration.

But we are aware that new features and capabilities are not enough. The biggest challenges for the future are not technological but cultural and educational. Ultimately, what is needed is a shift in mindsets, so that people begin to see coding not only as a pathway to good jobs, but as a new form of expression and a new context for learning.

### Mitchel Resnick

*This is an edited version of an article that was originally published at Edsurge ([www.edsurge.com](http://www.edsurge.com)).*

# 1

# Introducing Scratch

*In this chapter, you'll get started with Scratch, including learning about the different versions, meeting some of the blocks used to give instructions, and creating your first program. You also learn how to save your work, and load example projects by others.*

- 10** What is Scratch?
- 11** Which version of Scratch?
- 12** Starting on the Raspberry Pi
- 13** Creating a Scratch account
- 14** Using the Scratch screen
- 16** Exploring the blocks
- 18** Changing the backdrop
- 20** Creating your first program
- 23** Saving your project
- 25** Opening projects
- 26** Opening shared projects

# What is Scratch?

Programming is the art of writing instructions to tell a computer what to do. A set of instructions is called a program. The instructions are written in what's known as a programming language, and there are thousands to choose from.

Scratch is a programming language that is perfect for making games, animations, interactive stories and other visually rich programs. It provides a great introduction to programming for people of all ages. It's widely used in schools and colleges, but Harvard University has also used it in higher education at its Summer School. I've led workshops for adults where Scratch provided a friendly introduction to the kind of creative problem solving that programmers do all the time.

Scratch is easier to use than most other programming languages for a number of reasons:

- You don't have to remember or type any commands: they're all on screen, so you can just drag and drop them.
- Commands fit together like jigsaw pieces, so there are strong visual hints about how you can combine them.
- Error messages are rare. Because Scratch commands lock together, programs always make some kind of sense. It is possible to still write programs with logical errors in, if they don't do what you expected, but Scratch guides you to write things that work, rather than nagging you when they don't.
- The commands are color-coded and categorized, so you can easily find a command when you need it.
- The commands in Scratch simplify common activities in games, such as testing whether a missile has hit an alien (collision detection), or rotating a character on screen.

In short, Scratch is designed for your success. It enables you to quickly see results from your work, and even includes graphics and sounds you can use so you can get started right now. Many other programming languages require you to learn text commands, and strict rules about how you can use them. Scratch doesn't. That means you can focus your energy instead on the fun stuff: dreaming up ideas for new programs, working out how to build them, designing them, and sharing them with friends.

## Hot tip



Scratch doesn't cost anything and it works on Windows, Mac and Linux computers.



Above: A simple Scratch program, showing how the color-coded commands lock together.

# Which version of Scratch?

There are two versions of Scratch that are in popular use. In this book, I'll tell you about both.

## Scratch 2.0

Scratch 2.0 is the latest version of Scratch, which was introduced in May 2013. I recommend you use Scratch 2.0 if you can. This version makes it easier for people to share their projects, take a look at each other's projects, and adapt them (or "remix" them).

You don't need to install any software to use Scratch 2.0: it runs inside your browser, using an Internet connection. Scratch 2.0 needs a computer that can run the Adobe Flash Player, though, so it doesn't work on some mobile devices (including the iPhone and iPad) and some lower-powered devices (including the Raspberry Pi). Most other computers run Scratch 2.0 fine.

There is also a version of Scratch 2.0 that you can download from the Scratch website and install on your computer, so you can use it without an Internet connection. There are no official plans to bring Scratch 2.0 to the Raspberry Pi, though (*correct at the time of printing*).

## Scratch 1.4

Scratch 1.4 is the previous version of Scratch, and it is software you install on your computer. You can download it for Windows, Mac and Linux at [http://scratch.mit.edu/scratch\\_1.4/](http://scratch.mit.edu/scratch_1.4/). This version of Scratch found a whole new audience with the meteoric rise of the Raspberry Pi, the stripped-down Linux-based computer for hobbyists and education (see photo).



### Beware



If you're using the Scratch 2.0 website, I recommend using the Google Chrome browser with it. I experienced some bugs using Internet Explorer, which disappeared when I started using Chrome. You can download Chrome for free at [www.google.com/chrome](http://www.google.com/chrome)

### Hot tip



Members of the Scratch team have said that they hope to make an iPad version of Scratch, but that it might be more limited than Scratch 2.0.

### Hot tip



If you have a weak Internet connection, or none at all, you might prefer to use the downloadable version of Scratch to the browser-based version.

**Hot tip**

If you don't have Scratch installed on your Raspberry Pi, you can install it. After logging in, enter the command:

```
sudo apt-get update
&& sudo apt-get install
scratch
```

That command will also update Scratch to the latest version, if Scratch is already installed.

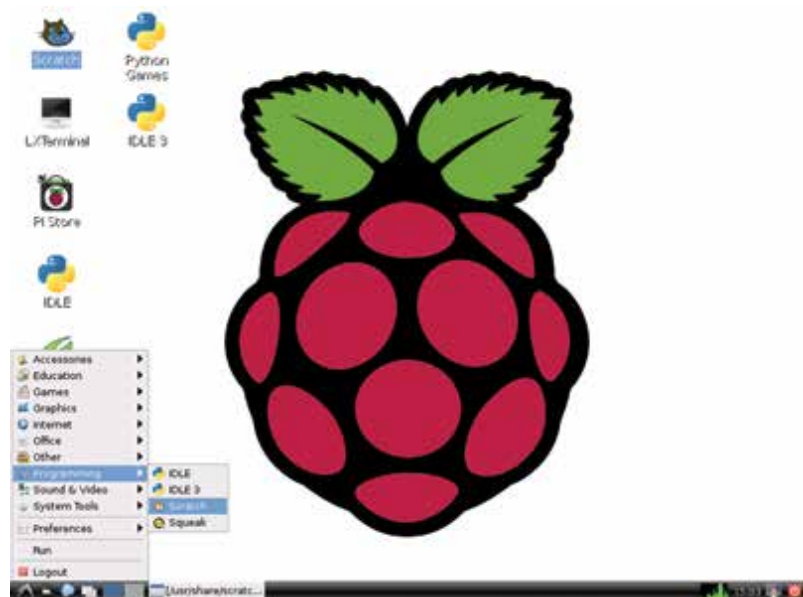
**Beware**

The commands on the Raspberry Pi are case-sensitive, so it won't work if you type in Startx (with a capital S), for example.

# Starting on the Raspberry Pi

Scratch is included with the recommended version of the Linux operating system, called Raspbian. I'll assume you've got your Raspberry Pi connected up and working already:

- 1 Switch on your Raspberry Pi and log in. The default login is **pi**, and the default password is **raspberry**
- 2 When you see the prompt `pi@raspberrypi ~ $`, enter **startx** and press the Enter or Return key
- 3 The LXDE desktop appears (see picture). The large Raspberry is just a background image, so you might see something different. You might also see different icons
- 4 Double-click the Scratch icon, which has a picture of a cat on it. In the screenshot below, it's in the top-left corner of the screen
- 5 You can also start Scratch using the Programs Menu, as also shown below: click the button in the bottom-left to open the menu, click the Programming folder, and finally, click Scratch



# Creating a Scratch account

Before you begin to program with Scratch 2.0, I recommend you create an account for the Scratch website. Here's how:

- 1 Open a web browser, such as Google Chrome
- 2 Enter the website address **http://scratch.mit.edu/** in your address bar, usually at the top of the screen
- 3 Click **Join Scratch** in the top-right
- 4 Make up a username. Scratch is used by young people (among others), so the site advises members to protect their privacy by not using real names. You can't change your username later, so choose wisely
- 5 Pick a password and enter it twice. The second time is to make sure you've typed it correctly. Use a mixture of upper and lower case, numbers and symbols to make it more secure. Click the **Next** button
- 6 Enter your date of birth, gender, country and email address. This personal information is used to help you recover your password if you forget it, and is used by the Scratch team to understand who uses Scratch. It doesn't appear on the website anywhere. Click the **Next** button

A screenshot of the Scratch website's registration form titled "Join Scratch". The form includes a privacy notice: "Your responses to these questions will be kept private." Below this, there are fields for "Birth Month and Year" (with dropdown menus for Month and Year), "Gender" (with radio buttons for Male and Female), "Country" (with a dropdown menu), and "Email address" (with a text input field). At the bottom of the form, there is a small Scratch cat icon, a "Next" button, and a "Sign in" button.

- 7 Click **OK Let's Go!** and you will be logged in. Simply click **Create** on the navigation bar at the top of the screen, and you're ready to start programming!

## Hot tip



The design of websites can change from time to time, so don't worry if you see variations in the sign-up process when you do it.

## Hot tip



You can try Scratch 2.0 by just going to the website and clicking Create at the top of the screen. If you use an account, though, the website will automatically save your work for you.

## Hot tip



When you return to the site next time, you can just click "Sign in" in the top right to get to all your projects.



**Don't forget**

If you're using a Raspberry Pi, you're using Scratch 1.4. If you're using Scratch in a browser, you're using Scratch 2.0.

**Hot tip**

Use the tabs above the Blocks Palette (in Scratch 2.0) or above the Scripts Area (in Scratch 1.4) to switch between the scripts, costumes and sounds on a sprite. You'll learn all about how to use these later!

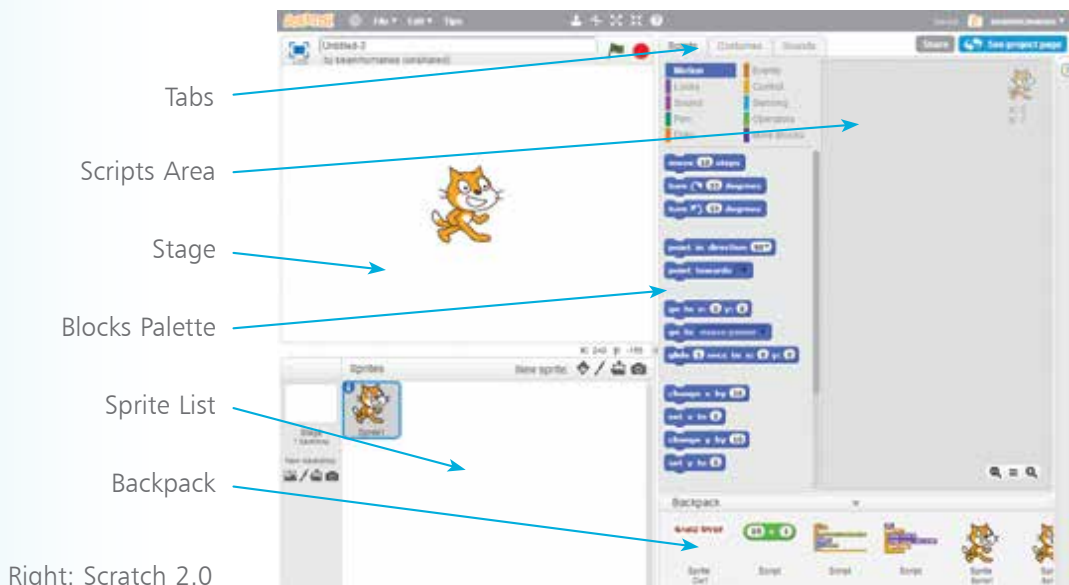
## Using the Scratch screen

To start using Scratch 2.0, visit <http://scratch.mit.edu/> in your web browser and click **Create** at the top of the screen. To start using Scratch 1.4, double-click its icon on your desktop.

The most obvious difference between the two versions of Scratch is the way the screen is laid out. With the exception of the Backpack (a new feature in Scratch 2.0), all the same elements are there, but they've been juggled around a bit. The background colors have been lightened in Scratch 2.0 too. This page shows the screen layout in Scratch 2.0, and the facing page shows the screen layout in Scratch 1.4.

The main parts of the screen are:

- **Stage:** This is where you can see your animations and games in action. When Scratch starts, there's a large orange cat in the middle of the Stage. In Scratch 2.0, the Stage is on the left, whereas in Scratch 1.4, the Stage is on the right.
- **Sprite List:** The cat is a 'sprite', which is like a character or object in a game. Your project might include lots of sprites, such as the player's spaceship, invading aliens and a missile. In the Sprite List, you can see all the sprites that are in your project, and click them to switch between them. In both versions of Scratch, the Sprite List is underneath the Stage.



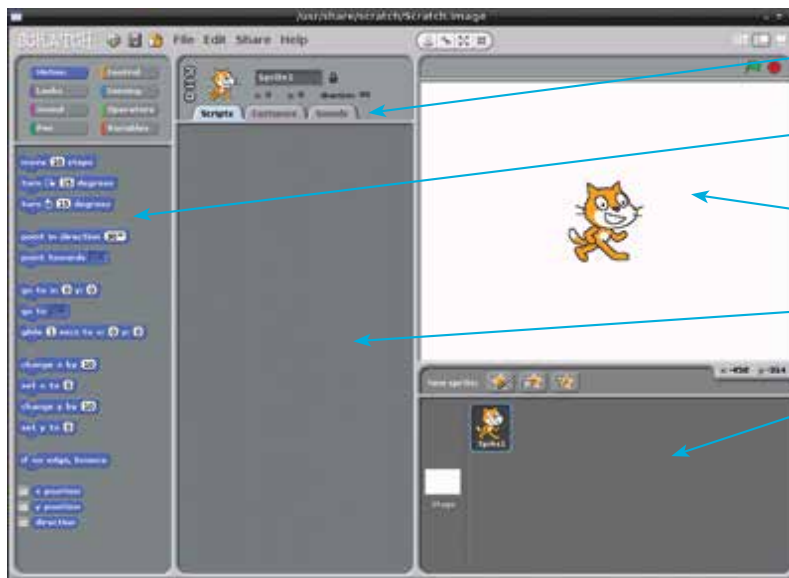


- **Blocks Palette:** In Scratch, you give the computer commands by using blocks, which are instructions that fit together like jigsaw pieces. The Blocks Palette presents you with all the blocks you can use. When you start Scratch, you can see the Motion blocks, which are color-coded in dark blue, and are used for moving sprites around the Stage. You can browse a different set of blocks in the Blocks Palette by clicking one of the buttons above it, such as the **Looks** button or the **Sound** button.
- **Scripts Area:** The Scripts Area is where you make your programs in Scratch, by assembling blocks there. This area expands to fill the screen space available, so if you use a larger monitor, the Scripts Area will be bigger.
- **Backpack:** The Backpack is a new feature in Scratch 2.0, which you can find underneath the Blocks Palette and Scripts Area. Click it to open it. It works a bit like a clipboard. You can copy scripts or sprites to it by dragging them there and dropping them. If you want to use them, just drag them from the Backpack back into your project. Your Backpack works across all your projects, so it's a great way to copy sprites or bits of program between different projects.

Don't forget



You'll see all these elements in action soon, so don't worry about memorizing the screen layout. This section is just to help you get your bearings. Remember that these pages are here to refer to at any time.



Tabs

Blocks Palette

Stage

Scripts Area

Sprite List

Left: Scratch 1.4

## Hot tip



Sometimes I'll show you what something looks like in both Scratch 2.0 and Scratch 1.4. The picture on the left, or top, will be Scratch 2.0. The one on the right, or bottom, will be Scratch 1.4.

## Hot tip



Scratch won't let the cat disappear off the screen completely. If you use numbers that are too big, the sprite will stay at the edge of the screen.

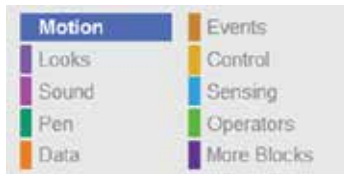


Above: The cat on the Stage, after I clicked Turn Clockwise 15 Degrees.

## Exploring the blocks

Before we start making a program, try experimenting with a few blocks to see what they do:

- 1 Click the **Motion** button above the Blocks Palette to show the Motion blocks. This button is selected when you first start Scratch



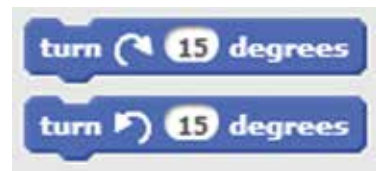
- 2 In the Blocks Palette, click the **move 10 steps** block. The cat on the Stage moves in the direction it's facing, to the right. Each time you click the block, the cat moves once. This block only changes the cat's position, though: you won't see its legs move



- 3 The number of steps is how far across the screen you want the cat to move. Click the number 10 and change it to something else. Try 50 and when you click the block, the cat moves five times as far. Whenever you see a white hole in a block, you can change what's in it

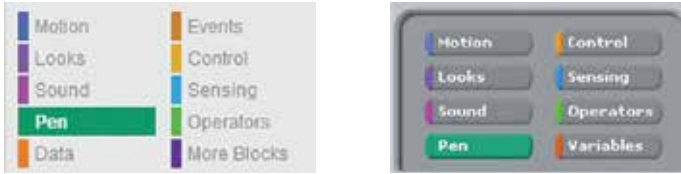


- 4 Rotate the cat by clicking the **turn clockwise 15 degrees** block. To change the angle of the turn, change the number. Remember to click the block to actually make the cat turn. When you click the **move 10 steps** block next time, the cat walks in its new direction



- 5 If the cat gets to the edge of the Stage, drag it back again with your mouse pointer. Click the cat, hold the mouse button down, move the cat, and then release the mouse button to drop it in place

- 6 Click the **Pen** button above the Blocks Palette



- 7 Click the **pen down** block. Now, if you click the Motion button and click the blocks to move the cat around, it will leave a line behind it wherever it goes. There is also a **pen up** block you can use to turn this effect off again



- 8 If you're using Scratch 2.0, click the **Looks** button above the Blocks Palette

- 9 In Scratch 2.0, click the **next costume** block to see the cat's legs move, so it appears to run on the spot. Costumes are just different pictures a sprite can have, and the cat has two that show its legs in different positions (see below)



Hot tip



All these blocks are explained later in the book, but for now it's worth spending a few minutes exploring some of the commands you can give the cat.

Hot tip



In Scratch 1.4, the cat only has one costume, but I'll show you how to add additional costumes in Chapter 5.

**Hot tip**

Before you begin building each program in this book, it's a good idea to start a new project. Click the File menu and then click New. If you're using Scratch 2.0 and you can't see the File menu, click Create instead at the top of the screen.

**Don't forget**

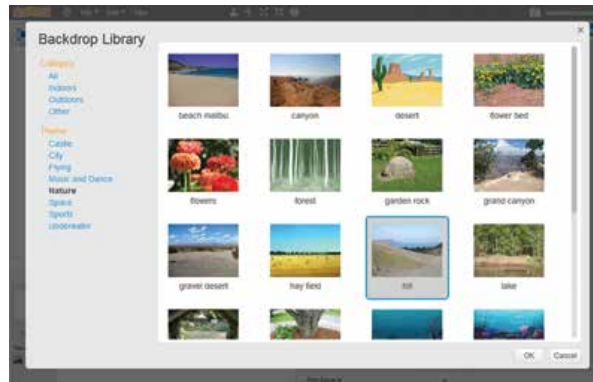
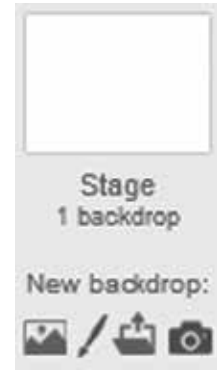
In Scratch 2.0, the picture on the Stage is called a backdrop. In Scratch 1.4, it's called a background.

# Changing the backdrop

Before we make our first program, let's change the background of the Stage to something more inspiring. The way you do this is different in Scratch 2.0 and Scratch 1.4.

## Choosing a backdrop in Scratch 2.0

- 1 To the left of the Sprites List, there is a panel for the Stage. Underneath the heading **New Backdrop**, click the first icon to choose a backdrop from the library. The other icons enable you to paint a backdrop, upload a picture from your computer, or use your webcam to take a photo
- 2 When the library opens, click the themes and categories on the left to view different backdrops available, and use the scrollbar on the right to see more designs. Click the Nature theme



- 3 Click the hill image, and then click the **OK** button
- 4 Your backdrop is added to the Stage, behind the cat, and the Paint Editor opens on the right so you can edit the background if you want to. We'll look at the Paint Editor in Chapter 4

...cont'd

## Choosing a background in Scratch 1.4

- 1 To the left of the Sprite List is a white icon that represents your blank Stage. Click it to start
- 2 Click the **Backgrounds** tab above the Scripts Area, then click the **Import** button
- 3 Use the file browser to explore the backgrounds available. Double-click a folder icon to look inside that folder. To go back to the previous folder, click the **up arrow** indicated below



- 4 Go into the Nature folder and use the scrollbar on the right to find the hill picture. Click it and then click **OK**



- 5 Your background is added to the Stage, behind the cat

Hot tip



You can also use the file browser in Scratch 1.4 to find your own files on your computer to use as backgrounds. In the left of the file browser, Click Computer, your username or Desktop to start browsing your computer. To get back to the Scratch backgrounds again, click Backgrounds.

**Hot tip**

If you click and drag a block that's joined to other blocks in the Script Area, it will break away from them, and carry all the blocks underneath it with it.

**Beware**

You can move blocks around the Scripts Area, but if you drag them into the Blocks Palette, they'll be deleted.

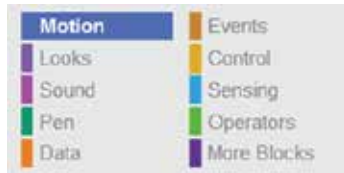
**Don't forget**

Make sure the blocks snap together, otherwise they won't work as one script. If they don't snap together, they're not close enough.

# Creating your first program

When you click blocks in the Blocks Palette, the cat moves immediately, so this is good for testing what blocks do, but not useful for making a program. A program is a set of repeatable instructions that you can store up to carry out later. For our first Scratch program, let's make the cat walk down the hill:

- 1 We're going to write a program for the cat so click the cat in the Sprite List
- 2 Next, check that the Scripts Area is open. If the Scripts Area is empty, you're ready. If it shows costumes or sounds instead, click the **Scripts** tab. In Scratch 2.0, the **Scripts** tab is above the Blocks Palette. In Scratch 1.4, it's above the Scripts Area
- 3 Click the **Motion** button above the Blocks Palette



- 4 You make a program by dragging blocks into the Scripts Area from the Blocks Palette. To do this for your first block, click the **turn clockwise 15 degrees** block in the Blocks Palette, hold the mouse button down, move the mouse pointer into the Scripts Area and then release the mouse button. This first block will point our cat downhill, ready for its walk

- 5 Click the **move 10 steps** block in the Blocks Palette, drag it into the Scripts Area and drop it underneath the **turn clockwise 15 degrees** block. They will snap together. When blocks are joined like this they make what's known as a "script". A sprite can have more than one script, and a program might include lots of sprites with several scripts





- 6 Click the **Control** button above the Blocks Palette. Control blocks are used to decide when things should happen. Drag the **wait 1 secs** block into the Scripts Area and snap it underneath the other two blocks. This block adds a 1 second delay. Without it, our cat will move so fast, it'll appear to just jump from the start of his walk to the end. Slowing him down enables us to see what's going on. You can make him walk a bit faster by changing the delay from 1 second to 0.5 seconds



- 7 Right-click the **move 10 steps** block, and when the menu opens, choose **Duplicate**. This copies the block plus any blocks underneath it in your script. In our example, it copies the **move** and the **wait** blocks. Move the copy to the bottom of your program, and click to place the blocks there. You can repeat this step several times to make the cat walk further



- 8 It's a long walk for a tiny cat, so let's make him finish his walk with an exclamation of 'Phew!' in a speech bubble. Click the **Looks** button above the Blocks Palette, and drag the **say Hello! for 2 secs** block into the Scripts Area and join it to your program. Click Hello! to edit what the cat says to Phew!



Beware



I wouldn't usually recommend you add the same blocks repeatedly, but we're right at the beginning of learning Scratch here. There is a more readable and elegant solution you'll discover in Chapter 2.

Hot tip



If right-clicking doesn't work for you (or your mouse doesn't have a second button), hold down the Control key on your keyboard and click, or try holding down the Shift key and clicking. This tip applies anywhere you're asked to right-click later in the book.

## Hot tip



You can insert blocks into an existing script. Instead of dropping a block at the end of your script, drag your block over it and a white line will show you where the block will be dropped. When it's in the right place, release the mouse button.

## Hot tip



Experiment! If you use a negative number of steps in the “move 10 steps” block, the sprite moves backwards. Why not see if you can make the cat walk backwards up the hill again?

Right: A few blocks and one exhausted cat later, here's your first program.

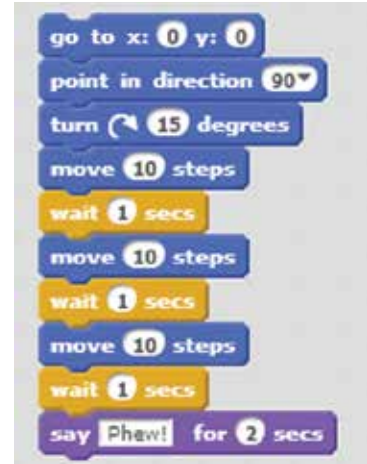
## ...cont'd

9

When you start a script's commands, it's called “running” the script. To run your script, click any of the joined-up blocks in the Scripts Area. Scratch carries out all the joined-up instructions in order, starting at the top and working its way down the blocks

10

What happens if you click the script to run it again? The cat turns again and walks from where it finished last time. Eventually, it'll be walking on its head. Let's add some blocks to put it in the right starting position. Click the **Motion** button above the Blocks Palette and drag in the **point in direction 90** block and the **go to x:0 y:0** blocks. If the **go to** block has different numbers in it, edit them both to make them zero. Add these blocks to the top of your script





# Saving your project

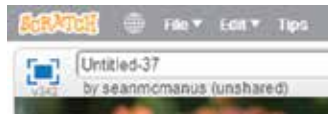
A Scratch project includes all the sprites, scripts and backgrounds that are used in it. It's a good idea to save your projects so you can come back to them later to reuse them or modify them.

## Saving projects in Scratch 2.0

In Scratch 2.0 (web version), your work is automatically saved for you as you make changes to your project. In the top-right corner of the screen, you can see whether your latest changes have been saved. If they haven't, there will be a link here to **Save Now**.



Your project is saved with the name Untitled plus a number. You can choose a more useful name by editing the box above the Stage.



There are additional options for saving your work in the File menu, also above the Stage, see below. These include:

- **Save as a copy:** This makes a copy of your project with a new name. The previously saved version of your project is left untouched. Use this if you want to experiment with your program without losing a working version of it.
- **Download to your computer:** This enables you to save your project as a file on your computer. You can open it using the downloadable version of Scratch 2.0. If your Internet connection fails, use this option straight away to save your work!
- **Upload from your computer:** If you previously downloaded a Scratch project to your PC, or used a downloadable version of Scratch to create it, use this option to upload it to the Scratch 2.0 website.
- **Revert:** This throws away all the changes you've made to the project since you opened it this time.



## Beware



You can't use projects made using Scratch 2.0 in Scratch 1.4. You can use Scratch 1.4 projects in 2.0, though.

## Hot tip



In the downloadable version of Scratch 2.0, your work isn't automatically saved for you. Use the **Save** option in the File menu to save your work. Use the **Save As** option to save your project with a new filename, so you don't overwrite the previous version.

**Hot tip**

Click Examples on the left of the file browser to find some demo projects.

**Hot tip**

You can add the project author name and a short description of the project in the boxes on the right in the file browser.

**Don't forget**

If you are using Scratch 1.4, remember to save regularly to make sure you don't lose any of your work.

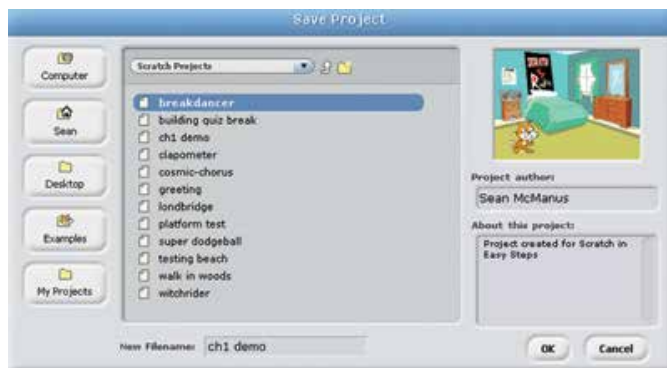
**...cont'd****Saving and opening your project in Scratch 1.4**

Click the File menu above the Blocks Palette at the top of the screen. This menu's options include:

- **Open:** Opens a previously saved file.
- **Save:** Use this to save a new project, or an old project you've been editing. If you're saving a new version of a saved project, you'll replace the old saved version.
- **Save as a copy:** If you want to keep the previous version of a project, use this option. It will save a new file containing your project, and leave the previous file untouched.
- **Import Project:** This enables you to open a project, and combine its sprites, scripts and backgrounds with the project that's currently open.
- **Export Sprite:** This option enables you to save a sprite as a costume you can use in other projects. You'll learn about costumes in Chapter 5.

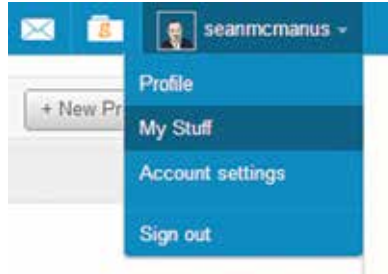


When you save a new project or a new copy of a project, the file browser opens, as shown below. The buttons down the left are used to choose where to save your file. Click the folder name at the top (Scratch Projects in the screenshot) to choose another drive or folder, and click the up arrow beside it to go up a folder. Type the filename in the box at the bottom and click **OK**.



# Opening projects

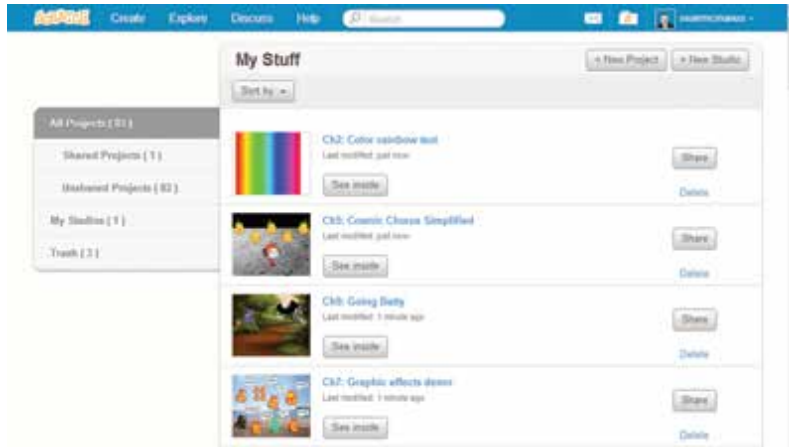
In the downloadable version of Scratch 2.0, you open projects through the File menu at the top of the screen. The website is a bit more complicated. To find your projects there, click your username in the top-right of the screen and then click **My Stuff**. If it says “Sign in” in place of your username, click it to sign in first. The My Stuff section shows all your projects, with those you most recently edited nearer the top. Take a look at my projects in the screen below:



**Beware**



If you click the Share button on a project, it will be available for anyone to see, use and reuse. See Chapter 11 for more on sharing your projects.



Use the scrollbar at the right edge of your browser window to find more projects and click the **Load More** button when you get to the bottom of the list. If no more projects load when you click the button, that’s all of them. To open a project, click its **See inside** button.

Because projects are saved automatically, your My Stuff area quickly fills up with Untitled projects. To tidy up, delete unwanted projects by clicking their **Delete** links on the right. If you delete a project by mistake, click the Trash folder on the left, and then click the **Put back** button to recover the project.

**Don't forget**



In Scratch 1.4, you open projects by clicking to open the File menu at the top of the screen and then choosing Open.

## Hot tip

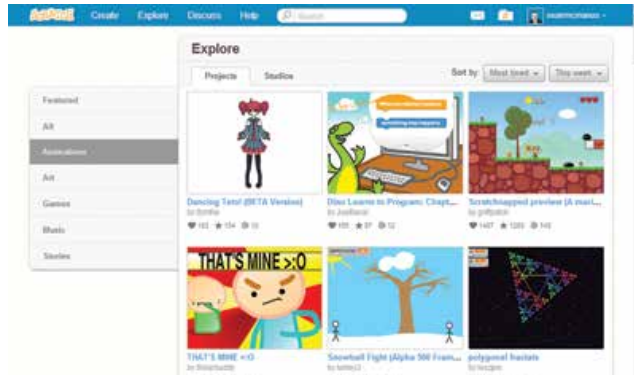


When you open somebody else's project in the editor, you can click the Remix button in the top right to create your own version of it. All the projects on the Scratch website are shared on the understanding that others can learn from them, and create adaptations of them.

# Opening shared projects

You can open the projects that other people have shared on the Scratch website too. Visit the website at <http://scratch.mit.edu> and click **Explore** at the top of the screen. Use the options on the left to choose a category.

The menus in the top right enable you to sort by the most loved, most remixed and most recent, and to choose how new you want the projects to be.

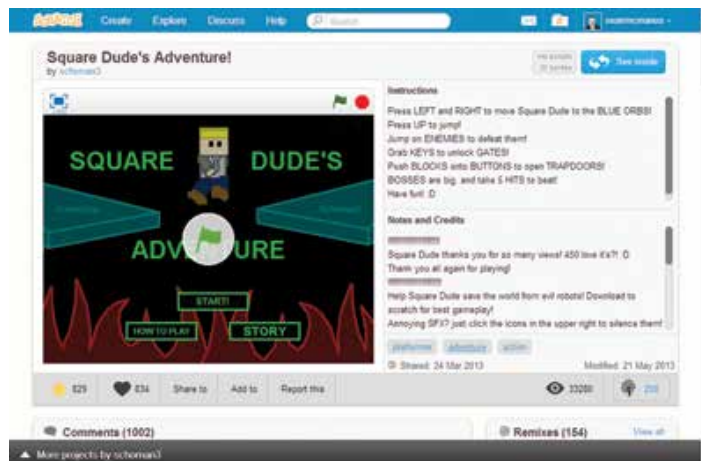


Click a project to go to its page. The instructions on the right tell you how to use the project, and you click the green Dule flag button in the middle of the player to run it. If you like what you see, and you want to know how it was done, click the **See inside** button in the top right to go into the editor and see the scripts, sprites and backgrounds that make it work.

## Beware



At the time of writing, there isn't a way to download shared projects from the website to use in Scratch 1.4.



## A

A, B, C, D sockets	184
adding sprites	52–53, 93
Adobe Flash Player	11, 180
alphabet sprite	140
animation	30, 54–55, 95, 134
asking questions	125
average	132

## B

backdrops. <i>See</i> backgrounds	
background music	169, 177
backgrounds	18–19, 51, 110
changing	110, 111
Backgrounds tab	19
Backpack	15
bats	182
bitmaps	52, 85
blocking paths	201
blocks	15, 16
color of	41
Control	21
broadcast [message]	103, 173
broadcast [message] and wait	103–104, 106, 146, 174
create clone of myself	76
delete this clone	76
forever	41, 55, 88–89, 175
forever if	207
if	68, 89, 106, 143
if... else	61
if... then... else	61–62, 130–131, 164
repeat 10	39–40, 49, 114, 127, 155, 161, 208
repeat until 58–60, 121–123, 147, 156, 159–160	
say Hello! for 2 secs	164
stop all	79, 164, 177, 207
stop script	207
wait 1 secs	21, 33, 55, 73, 87, 204
wait until	88
when green flag clicked	45, 48, 51
when I receive [message]	103, 108, 111, 142, 152
when I start as a clone	76–77
when space key pressed	56
when Sprite1 clicked	203
Data	47
add thing to [list name]	150, 152, 154
change [variable name] by 1	47, 50, 88, 162
delete 1 of [list name]	150, 152
hide list [list name]	151

hide variable [variable name]	47
insert thing at 1 of [list name]	150
item 1 of [list name]	151, 153, 156
length of [list name]	151, 197
[list name] contains thing	151, 160
replace item 1 of [list name] with thing	150, 162
set [variable name] to 0	47, 67, 154
show list [list name]	151
show variable [variable name]	47
Events	
broadcast [message]	103, 173
broadcast [message] and wait	103–104, 106, 146, 174
when backdrop switches to [backdrop name]	111
when green flag clicked	45, 48, 51
when I receive [message]	103, 108, 111, 142, 152
when loudness > 10	203
when space key pressed	56
when this sprite clicked	203
Looks	15, 17, 21
change color effect by 25	144, 172
clear graphic effects	144, 171
costume #	143
go back 1 layers	86
go to front	73, 86
hide	41, 48, 77, 203
next costume	134, 142, 183
say Hello!	127
say Hello! for 2 secs	21, 62
set color effect to 0	51, 78, 144, 167, 172
set size to 100%	54, 67, 79, 90
show	73, 203
switch costume to [costume name]	134
making	199
More Blocks	
define	200
Motion	15, 16, 30, 38
change x by 10	30, 55, 69
change y by 10	30, 69
glide 1 secs to x:0 y:0	30, 202
go to [mouse-pointer]	42
go to [Sprite1]	185
go to x:0 y:0	22, 28, 29, 33, 72
if on edge, bounce	73, 183, 193, 194
move 10 steps 16, 20, 22, 35, 38–39, 50, 90, 174	
point in direction 90	22, 35, 72, 123, 173
point towards	35
set rotation style	37, 175
set x to 0	30
set y to 0	30
turn anti-clockwise 15 degrees	35
turn clockwise 15 degrees	16, 20, 35, 38–39

- Operators
    - 188
    - \* 123, 188
    - / 132
    - + 187
    - < 78, 195
    - = 143, 156, 159, 162
    - > 89, 178
    - and 59
    - join hello world 126, 128–129, 178
    - length of world 153, 159
    - letter 1 of world 162
    - not 198
    - or 59, 147
    - pick random 1 to 10 72, 86, 128
  - Pen 17, 31–33, 38, 48, 192–193, 202
    - change pen color by 10 32, 40, 42, 202
    - change pen shade by 10 32, 202
    - change pen size by 1 32
    - clear 31, 33, 146
    - pen down 17, 31, 33
    - pen up 31, 33
    - set pen color to 0 32
    - set pen color to [color] 31, 33, 193
    - set pen shade to 50 32
    - set pen size to 1 32, 33, 193
    - stamp 32, 157, 198
  - Sensing
    - answer 125–126
    - ask [What's your name?] and wait 125–126, 129, 197
    - key space pressed? 68, 127
    - loudness 180, 185
    - reset timer 121–123
    - sensor button pressed? 185, 187–188
    - set video transparency to 50% 180, 183
    - slider sensor value 185, 187
    - timer 119, 121–123, 132
    - touching? 60, 74, 193
    - touching color? 60–62, 193, 201
    - turn video on 180, 183
    - username 178
    - video motion on this sprite 180, 183
    - x position of Sprite1 185
    - x position of [sprite name] 195
    - y position of Sprite1 185
  - Sound 15, 101, 107
    - change tempo by 20 107
    - change volume by -10 101
    - play drum 1 for 0.2 beats 107
    - playnote60for0.5beats 107–108, 112–114, 124
    - play sound [sound name] 177
    - play sound [soundname] 101
    - play sound [soundname] until done 101, 105
    - rest for 0.2 beats 107
    - set instrument to 1 107
    - set tempo to 60 bpm 107
    - set volume to 100% 101
    - stop all sounds 101, 177
    - tempo 107
    - volume 101
  - Variables 47
    - add thing to [list name] 150, 152, 154
    - change [variable name] by 1 47, 50, 88, 162
    - delete 1 of [list name] 150, 152
    - hide list [list name] 151
    - hide variable [variable name] 47, 67
    - insert thing at 1 of [list name] 150
    - item 1 of [list name] 151, 153, 156
    - length of [list name] 151, 197
    - [list name] contains thing 151, 160
    - replace item 1 of [list name] with thing 150, 162
    - set [variable name] to 0 47, 67, 154
    - show list [list name] 151
    - show variable [variable name] 47
  - Blocks Palette 14–15, 20–21, 41
  - bouncing 73, 193
  - bracket 62
  - brightness 144, 186
  - broadcasts 103, 146, 198–199
  - browser 8, 11, 13
  - bugs 206–208
  - button 184
- ## C
- cars, moving 194
  - cat 14, 17, 33
  - chat program 197
  - checking for movement 183
  - checking input 159
  - cleanup 206
  - clipboard 15
  - cloning sprites. *See* sprites, cloning
  - Cloud Data Log 170
  - cloud variables 47, 170, 178
  - collision detection 62, 74, 88, 176, 194
  - color 31
    - graphic effect 144
    - in Paint Editor 84
  - comments 206, 209
  - community 8, 209
  - Control. *See* blocks, Control
  - coordinates 28, 30, 68
  - copying blocks. *See* duplicating scripts
  - copying costumes. *See* duplicating costumes
  - copying scripts. *See* duplicating scripts
  - copying sprites. *See* duplicating sprites

costumes	17, 20, 198
adding	93–95
copying. <i>See</i> duplicating costumes	
drawing	138–139
Costumes Area	93–95, 138
Costumes tab	80, 93–95
Create	13, 14
cursor keys	57, 68

## D

dance	133
Data. <i>See</i> blocks, Data	
death sequence	173
debugging	206–208
deleting	
lists	149
projects	25
scripts	69
sprites	75
variables	149
detecting	
sprite position	195
walls	201
difficulty, adjusting	90, 171, 204
direction	35, 71
division	132
download shared projects	26
Download to your computer	23
dragging blocks	20
drawing	
a clock	119–120
a hexagon	39–40
a house	33
a square	34, 38–39
a triangle	34
on the Stage	31
patterns	40
using directions	38
duplicating	
backgrounds	110
costumes	138, 168
scripts	15, 21, 61, 69, 106
between sprites	86
sprites	15, 75, 76, 105

## E

electronics	189
energy meter	78
errors	10, 206–208
Events. <i>See</i> blocks, Events	

examples	
Abstract Artist	202
blinking LED	189
clap-o-meter	185
Cosmic Chorus	92
Donut Chaser	181
downloading	44
drawing a house	33
drawing a spiral	46, 48
Going Batty	182
Hangman	136
hexagons pattern	40
Keepy-Uppy	192
London Bridge	114
Maze Mania	201
Night Flight	186
on Scratch website	44
opening in Scratch 1.4	24
Penguin Patter	197
Photo Safari	203
Quiz Break	116
Rainbow Painter	41–42
Ransom Writer	198
Shop Cat	73, 194
singing Gobo	102
singing sprite	108
Space Swarm	166
Spiral Rider	44
Super Dodgeball	64, 194
teleport	172
victory dance	133
walking cat	20
excited dinosaur	147
Explore	209
Export Sprite	24

## F

feedback	209
file browser	19, 24, 53
File menu	
Scratch 1.4	24
Scratch 2.0	23
firing	174, 176
fish-eye	144
Flash blocks	207
flying	183, 187
folder	19, 24
football	192–193



## G

Game Over	79, 164, 177, 204
General Purpose Input/Output	189–190
ghost effect	51, 78, 144–145, 173
Google Chrome	11, 13
GPIO	189–190
graphic effects	51, 144
gravity	188
green flag	26, 45, 50, 78
grid reference	28

## H

hat blocks	45, 56, 76, 108
hide a sprite	41
high score	170, 178

## I

importing	
backgrounds	19, 110
costumes	95, 140
projects	24
information (of sprites)	37
insert blocks	22
Internet	11
iPad	11

## J

joining text	126
Join Scratch	13
jump	187

## K

keyboard control	56–57, 68–69, 172, 192–193, 195
------------------	---------------------------------

## L

LED	189
left-right	36, 175
light emitting diode (LED)	189
light sensor	184, 187, 188
limiting variables	89
lists	149–150, 197
deleting	149
lives	171
Looks. <i>See</i> blocks, Looks	

loops	39, 40, 49
different verses	114
loudness	203
lower case	156

## M

Make a Block	199
Make a List	149, 151
Make a Variable	46
maximum value	89
maze	201
Maze Generator	201
menus in blocks	47
microphone	180, 185
missile	168, 174, 176
MIT Media Lab	7, 210
More Blocks	199
<i>See also</i> blocks, More Blocks	
Morse code	190
mosaic effect	144, 172
Motion. <i>See</i> blocks, Motion	
mouse pointer	42
moving sprites. <i>See</i> blocks, Motion	
multiplication	123, 128
music	107, 112–114
background	169, 177
beats	113
notes	112
rests	113
scale	109
sheet music	112
My Stuff	25, 209

## N

nested loop	40
new sprite	52–53
number1	200

## O

obstacles	194
Open	24
opening projects	23–25, 26
Operators. <i>See</i> blocks, Operators	

## P

Paint Editor	18, 80–85, 95
tools	82–83
vectors	85



paint new sprite	80–81
password	13, 209
Pen. <i>See</i> blocks, Pen	
photo	52
PicoBoard	184–188, 210
pipette	31
pixelate	144
Print Screen key	204
privacy	170, 178, 180
program	10, 20
structuring	146–148
programming	7, 10
programming language	7, 10
project	20
deleting in Scratch 2.0	25
opening	24–25
saving	23–24
sharing	209
Put back	25

## Q

questions, asking	125
-------------------	-----

## R

random	
direction	72, 74, 176, 183, 193
list items	197
numbers	72, 128, 167
pattern	202
pause	87, 203
screen position	72, 74, 86
size	183
Raspberry Pi	11, 12, 66, 67, 79,
101, 107, 166, 169, 177, 186, 189–190, 210	
pins	189–190
recovering deleted projects	25
remix	8, 26
removing scripts	69
renaming sprites	71
reporting boxes	66
resistance	184
resistors	189
resizing sprites	75
Resnick, Mitchel	7
Revert	23
right-clicking	21
rotating sprites	36–37
rotation style	36–37, 71, 175
running a script	22

## S

saving	24
as a copy	23, 24
backgrounds	110
projects	23–24
scissors icon	75
score	65, 67, 88, 132, 170, 176, 195, 204
high score	170, 178
Scratch	
definition	10
history	7–8
versions	11
Scratch 1.4	11, 14–15, 23, 24, 37, 81, 99
Scratch 2.0	11, 14–15, 18, 23, 25, 37, 76, 80
cloud variables. <i>See</i> cloud variables	
sounds	97
vectors	85
Scratchboard Watcher	186
Scratcher	8
ScratchGPIO	190, 210
screen layout	14
scripts	
creating	20
defined	20
deleting. <i>See</i> deleting scripts	
duplicating. <i>See</i> duplicating scripts	
Scripts Area	15, 20, 22, 33, 95
Scripts tab	20, 33, 51, 95
See inside	25, 26
Sensing. <i>See</i> blocks, Sensing	
Share	25
shared projects	26, 45, 170
Share This Project Online	209
sharing projects	209
Sign in	13, 25
Single Stepping	207
slider	184, 188
Small stage layout	80
soccer	192–193
Sound. <i>See</i> blocks, Sound	
sound effects	169, 174, 175, 177
rising	124
typewriter	198
Sound Library	98, 99
sounds	20
adding	97–99, 169
detecting	180
playing	101
recording	98, 100
Sounds Area	97, 100
sound sensor	184
Sounds tab	97
Sprite Library	52–53, 95, 140

Sprite List	14, 20, 60, 71
sprites	20
adding	52–53, 93–95
cloning	76–77, 182
costumes. <i>See</i> costumes	
customizing	80
defined	14
deleting. <i>See</i> deleting sprites	
detecting position	195
hiding	203
random	53
renaming	71
resizing	75
revealing	86
uploading	52
Stage	14, 18–19, 28, 31, 51, 123
reporting boxes	66
stamp	75
<i>See also</i> blocks, Pen	
starting a script. <i>See</i> running a script	
stop a program	42
Stop button	42, 121
strength	65, 78, 88–89
string	199
string1	200
strings, joining	126
structuring programs	146–148
surprise sprite	53

## T

tags	209
teleport effect	172
testing	20, 74, 158
text, joining	126
text length	153
timer	119, 203
timing	90
random	87
title screen	110–111
transparency	51, 78, 84, 145
video	180–183
Turbo mode	207

## U

undeleting	
projects	25
scripts	106
Untitled projects	23
uploading	
backgrounds	110
projects	23

sprites	52
upper case	156
username	13, 178, 209

## V

validating input	159
variables	46–47, 48–49, 65, 114, 125, 141, 152, 170, 206
cloud	47, 170, 178
deleting	149
hiding	118
in sound effects	124
limiting	89
naming	47
reporting boxes	66, 74
Variables. <i>See</i> blocks, Variables	
vectors	52, 85
vehicles	194
video	180–183
video direction	181
video motion	203
volume	101

## W

wait, random	87
walls	201
web browser. <i>See</i> browser	
webcam	52, 97, 180–183
website	8, 14, 26, 178, 209, 210
whirl	144
writing on the Stage	140, 198

## X

x	28, 30, 68
---	------------

## Y

y	28, 30, 68
---	------------

## Z

zig-zag	175
---------	-----

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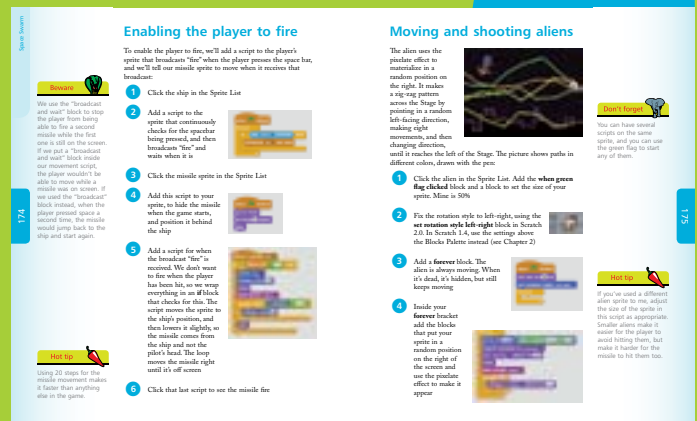
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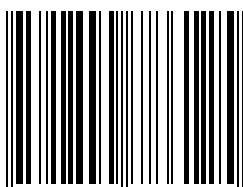
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