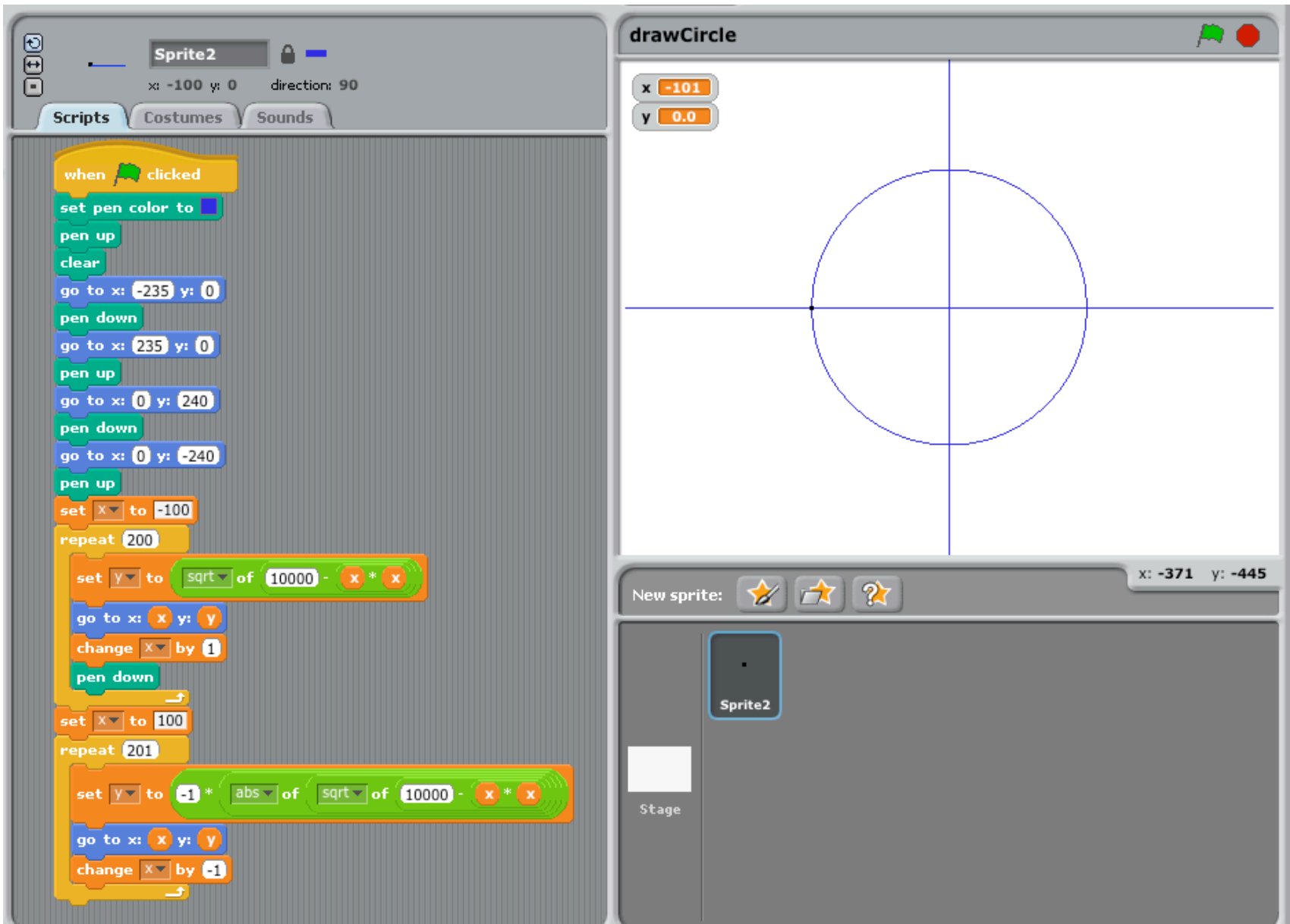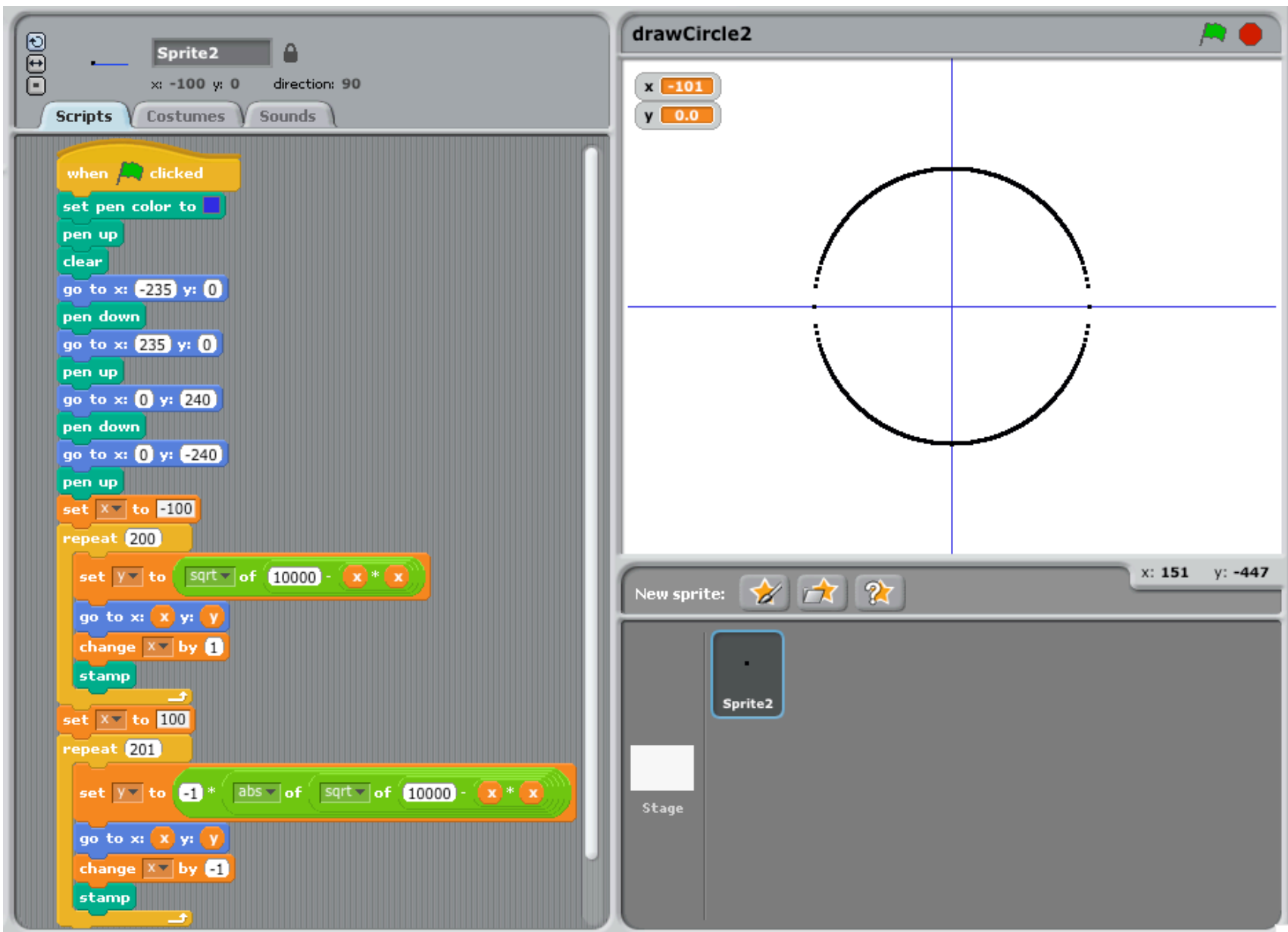Plotting circles in Scratch:

The above program draws a line by drawing 401 small lines.

The program below simply uses dots, which results in gaps in the circle...

Notes:

1. Neither one of the aforementioned methods is very good, albeit the first does create a better circle than the second; however, both are VERY SLOW -- listen for typical methods used in commercial graphics packages during the lecture.

2. PLEASE NOTE: Plotting graphics in Scratch is very energy intensive, i.e. will drain batteries on laptops rather quickly; I highly suggest that a *power source*, beyond just batteries, be available when running these programs and doing the dart program.