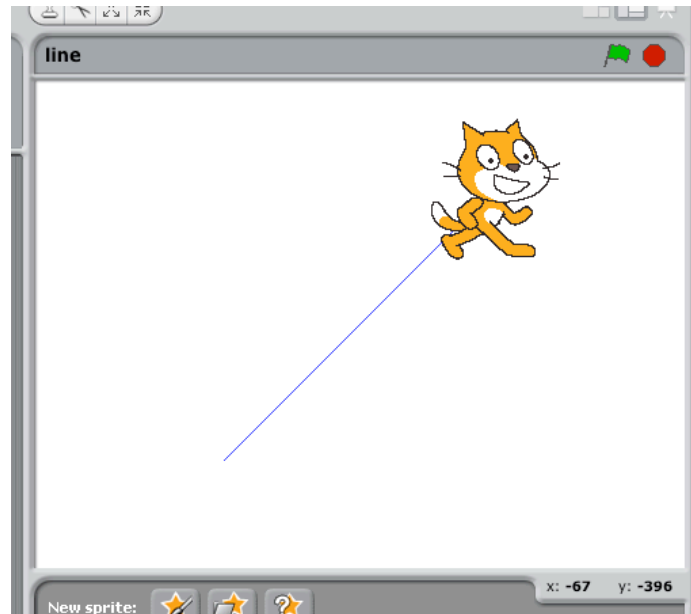
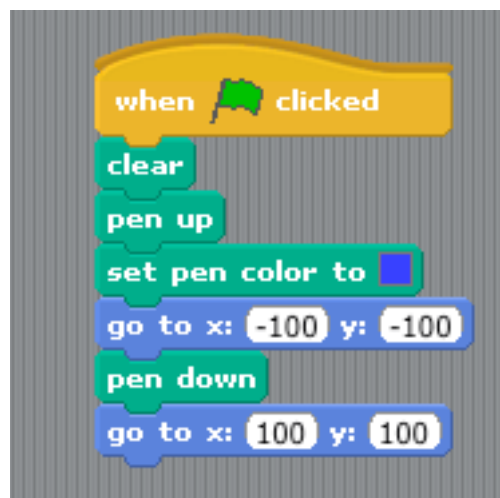


Previously, we introduced using a Pen to perform drawing:

Drawing a line from (-100, -100) to (100, 100):



Corresponding program:



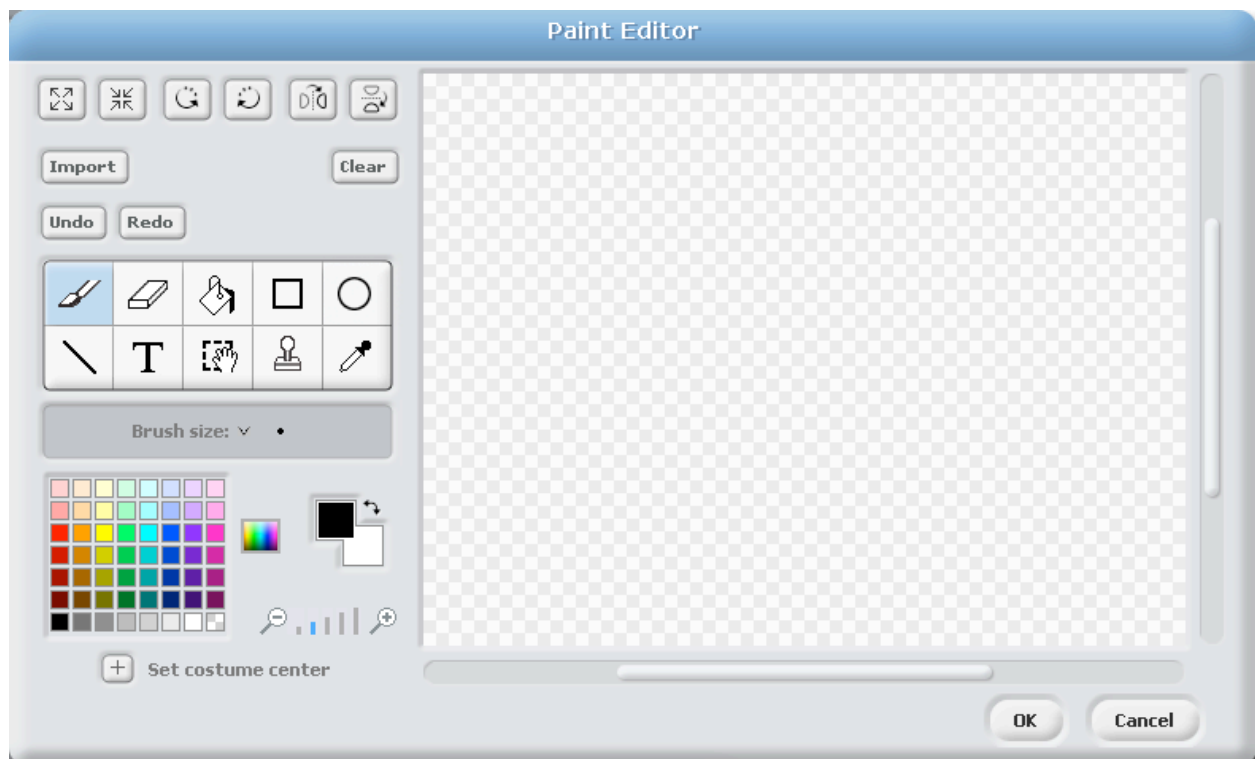
Changing Sprites:



Cre

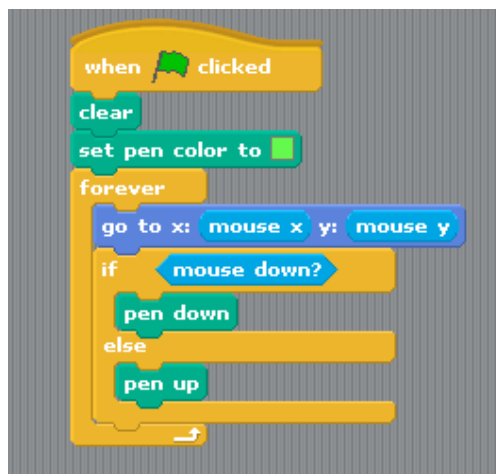


Selecting the first icon, just right of "New sprites," brings up:



Using the Paint Editor, shown above, new sprites can be created; more will be shown in class.

Next with the mouse button pressed, we are going to track where the cursor is located, while on the stage, by drawing a line as the mouse is moved:



When running this program, some may notice it doesn't work consistently. To resolve go into full screen mode, out of IDE mode, and the program should work as expected. To put the scratch environment into full screen mode, click the "full stage" mode:

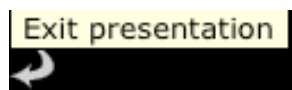


Next click the stop button, red solid circle, followed by selecting the green flag. Now the program runs as expected.

To stop the program click the solid red circle again.



Next to exit full screen/stage mode click the circular arrow on the top left of the screen:



Question: Why must one go into full "screen-mode" for the program to work consistently? Answer in class...