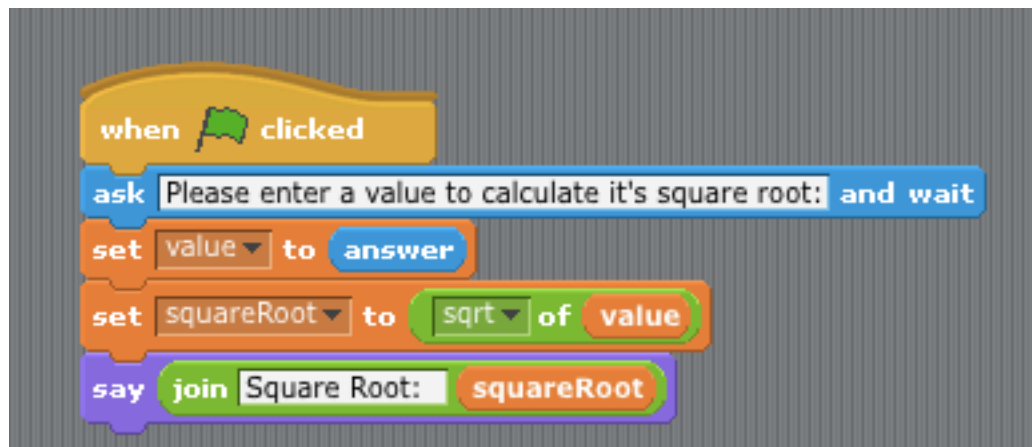


Scratch Basics:

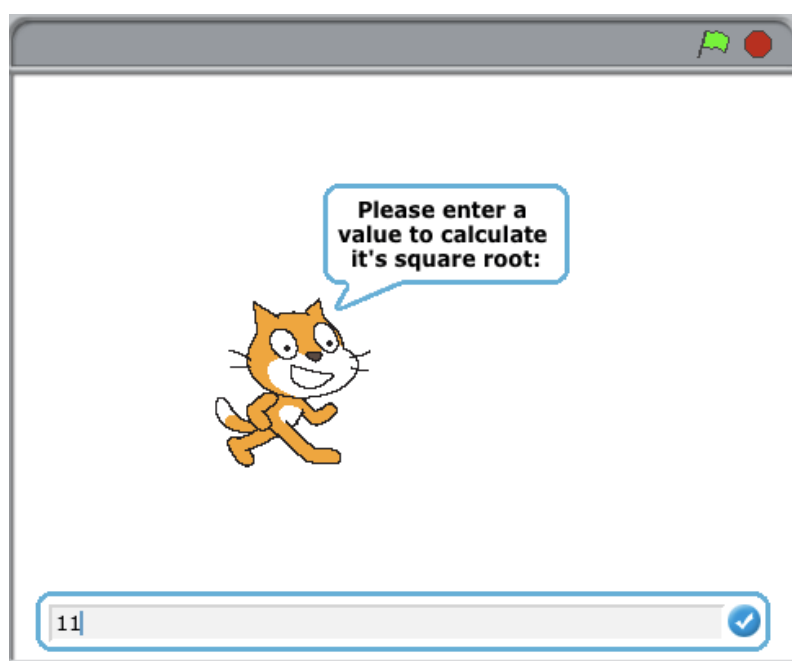
Input: In Scratch use “ask”

Output: In Scratch use “say”

The following program demonstrates basic input, output and a simple calculation that performs square root:

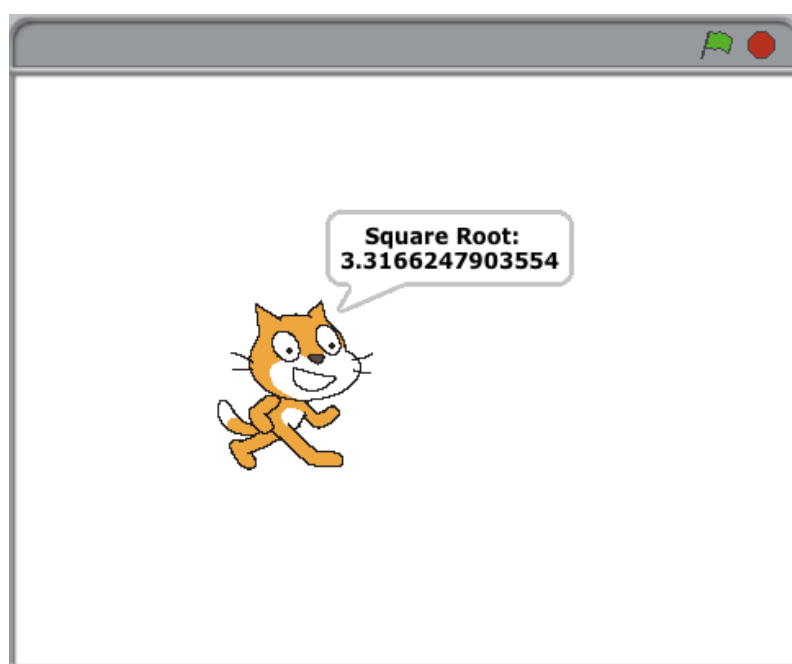


When the program starts (by clicking the green flag) the user is prompted to enter a value to “... calculate it's square root: “, e.g.:



In this example, the user has entered the number 11:

When the user hits enter (after entering the value 11), the program outputs the following:



Notes:

1. When the user enters a number it is stored in the temporary variable called *answer*
2. Next the number in *answer* is assigned to (copied into) the variable *value* using the *set* command
3. In the next line, the square root of the number in the variable *value* is calculated and then assigned to the variable *squareRoot*
4. The next step uses the *join* command is used to concatenate the text, “Square Root: “ with the calculated square root of the number stored in the variable *value*
5. Finally the *say* command is used to output the “Square Root: “ text with the square root value, in the example above, the square root of 11 is output as: *Square Root: 3.3166247903554* on two separate lines