

Time and timers...

Timers can be used to measure how long something takes; consider the following program:

```

when green flag clicked
  go to x: -238 y: 0
  reset timer
  glide 10 secs to x: 240 y: 0
  say timer
  
```

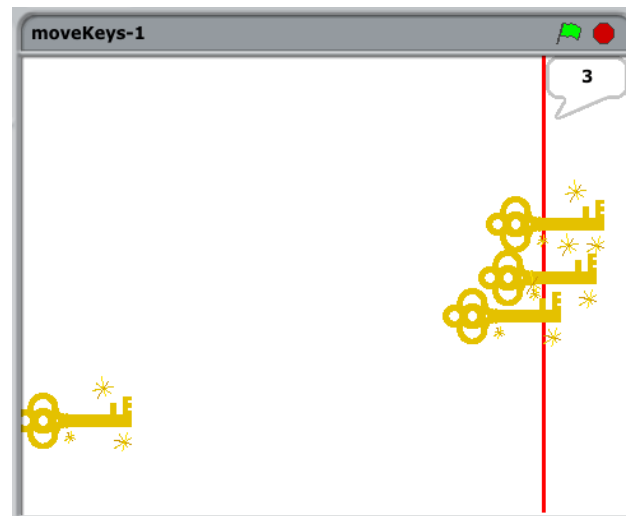
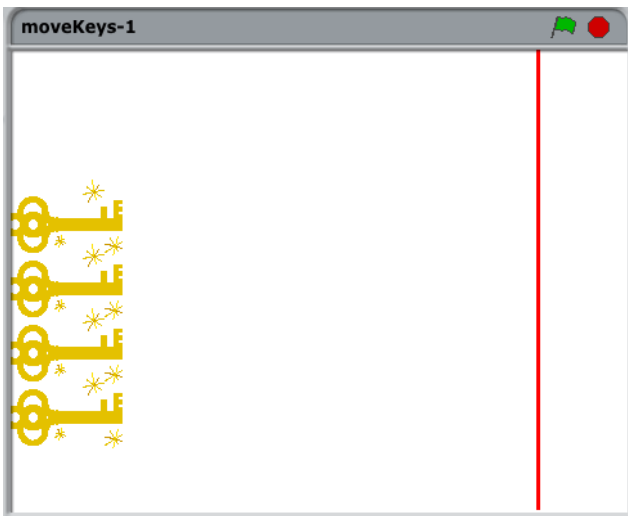


The above program causes the current sprite (default is a cat in Scratch 1.4) to glide across the stage in 10 seconds; also above is a sample run:

**Does this meet expectations???**

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In the next example all of the scripts below start when the green flag is clicked; the object is to drag (using the mouse) all of the keys on the red line in less than five seconds... **NOTE: This program will NOT run in full-screen mode – more in class as to why...**



In the example above, I was able (with some practice) to drag three keys with the mouse to the red line (Sprite 11) within five seconds; corresponding code below:

```

when green flag clicked
  set counter to 0
  wait 5 secs
  say counter
  
```

Code for the red-line sprite (directly below)

```

when green flag clicked
  go to x: -200 y: -100
  wait until touching Sprite11
  change counter by 1
  
```

Code for the (all of) the Key Sprites, *except starting position (y-coordinate)*

**Exercise: Change the program above (also on the class website) to measure the time it takes to drag the four keys to/across the red line; sample run below:**

