

Scratch interface



The image shows the Scratch web interface with various components labeled and described. The interface is divided into several main sections: a top menu bar, a left sidebar for the blocks palette, a central workspace for scripts and sprites, and a right sidebar for the stage and sprite list.

- SAVE LANGUAGE**: Located at the top left, it allows users to save their project in different languages.
- SHARE**: Located at the top left, it allows users to share their project with others.
- SPRITE ROTATION STYLE**: Located at the top left, it allows users to choose how their sprites rotate (e.g., continuously, once, or not at all).
- CURRENT SPRITE INFO**: Located at the top left, it displays information about the currently selected sprite, such as its name, x and y coordinates, and rotation.
- TABS**: Located at the top left, it allows users to switch between different tabs for editing scripts, costumes, or sounds.
- TOOLBAR**: Located at the top left, it contains icons for common actions like undo, redo, and zooming.
- VIEW MODE**: Located at the top left, it allows users to change the stage view to either a large or small size.
- PRESENTATION MODE**: Located at the top left, it allows users to present their project in a full-screen mode.
- BLOCKS PALETTE**: Located on the left side, it contains blocks for programming sprites, categorized into Motion, Looks, Sounds, and Pen.
- SCRIPTS AREA**: Located in the center, it is where users drag and snap blocks together to create scripts for their sprites.
- STAGE**: Located on the right side, it is where the Scratch creation comes to life, showing a preview of the project.
- MOUSE X-Y DISPLAY**: Located on the right side, it shows the location of the cursor on the stage.
- NEW SPRITE BUTTONS**: Located on the right side, it allows users to create a new character or object for their project.
- SPRITE LIST**: Located on the right side, it shows thumbnails of all the sprites in the project, allowing users to select and edit them.
- GREEN FLAG**: A way to start scripts.
- STOP SIGN**: Stops all scripts.

SCRIPTS AREA
Drag blocks in, snap them together into scripts.