CSE 3 Scratch Homework #1

For this assignment, you are to use Scratch to implement a turtle-graphics like design of

CSE3
FALL
2009

You are given the Scratch code for the first "C" character of the CSE3 line. Each character is 40 pixels wide and 80 pixels high with 40 pixels between each character and each line.

The dimensions of the stage are outlined in the graphic at the end of this document.

You are to write Scratch code for the remaining characters in the message. As with "C", the sprite should always start at the top left corner of the character.

Each letter must have its own block of code (script). In the case of duplicate letters, there still must be a different code set for each instance of the letter. Even though the movements will be the same, the starting (x,y) coordinates will be different. For example, there are two sprites named La and Lb for the two L’s in FALL.
There are two ways to invoke each segment of code you wrote: serially (broadcast and wait) or in parallel (broadcast [but do not wait]). You are to implement both as is shown below.

To get credit for this homework, demo your Scratch program to a TA/Tutor at the beginning of your Lab 2. You must come a little early to log in and get this Scratch program ready to demo at the beginning of your lab.
The Scratch Stage

- The Scratch stage is 480 pixels wide and 360 pixels high.

You can download Scratch to your laptop and implement and demo this assignment on your laptop if you want. A TA/Tutor can also help you transfer your Scratch program to your UCSD account.