

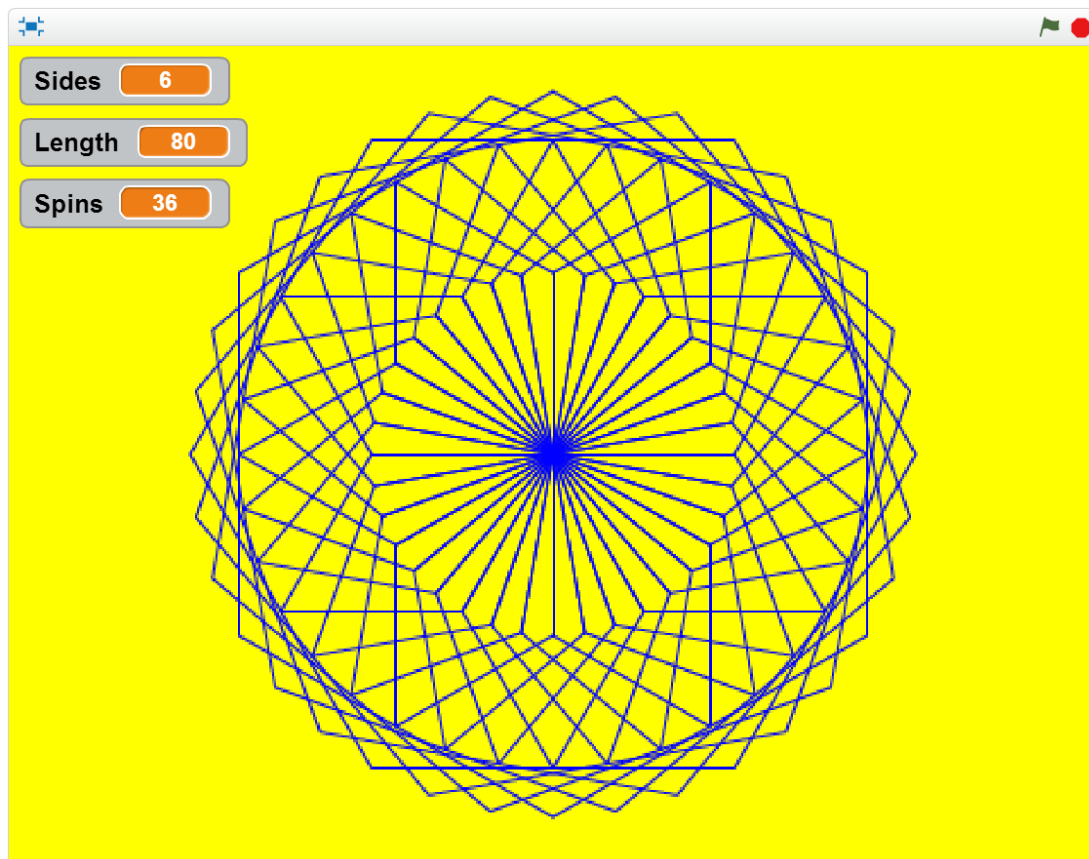
S3 Program

Add comments to your computer program. Right click on an empty place in the script area for the main sprite, choose add comment. Replace the words "add comment here" to include your first and last name, ID number, Intro to Computer Programming, Period ? (whatever period you have class), and the name and number of the program.

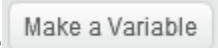



We have learned about using blocks from the **Data** and **Sensing** menus to get user input and create variables that affect your program.

For this assignment you will write a Scratch program that creates and spins polygons. Your program will ask the user for how many sides the polygon should have, the length of each side and how many times to "spin" the polygon. Prior to starting to draw and spin the polygon, the sprite should be hidden from view. The boxes showing the values for variables should be visible in the upper left corner of the stage as pictured below.

Requirements



- Write a program named LastFirstS3.

- For this program you should use the  command and  block plus **any** actions available in the  and  menus.
- Your program should “run” when the green flag is pressed.
- When your program runs you should first clear the screen so we start with a fresh stage.
- You program should ask the user the following 3 questions:
 - How many sides for this polygon?
 - What should the length of each side be?
 - How many times should we spin the polygon?
- You should create a variable for each of the user responses to the questions above. Each variable should be named appropriately so what it represents could be easily identified.
- You should hide the sprite before it begins drawing the polygons and it should remain hidden after the polygons are completed so the user could view the polygons.

That's it. Those are the simple minimum set of requirements. The rest is all up to you.

If you complete this program and have time, please write code that ensures the user answers each of the questions appropriately. If the user fails to provide an answer within your predetermined parameters, the code should not allow the program to move forward until an appropriate answer is provided (error trapping).