

welcome (back)!

- Ask to sit wherever you'd like. Just remember name cards.
- If first time here, see **cs50.github.io/hbs** for yesterday's materials.

CS50 for MBAs

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Scratch



when  clicked

say hello, world

functions

loops

variables

Boolean expressions

conditions

lists

threads

events

...

say

hello, world

forever

say

hello, world





set **i** to 0





if $x < y$ then

say x is less than y

else

if $x > y$ then

say x is greater than y

else

say x is equal to y

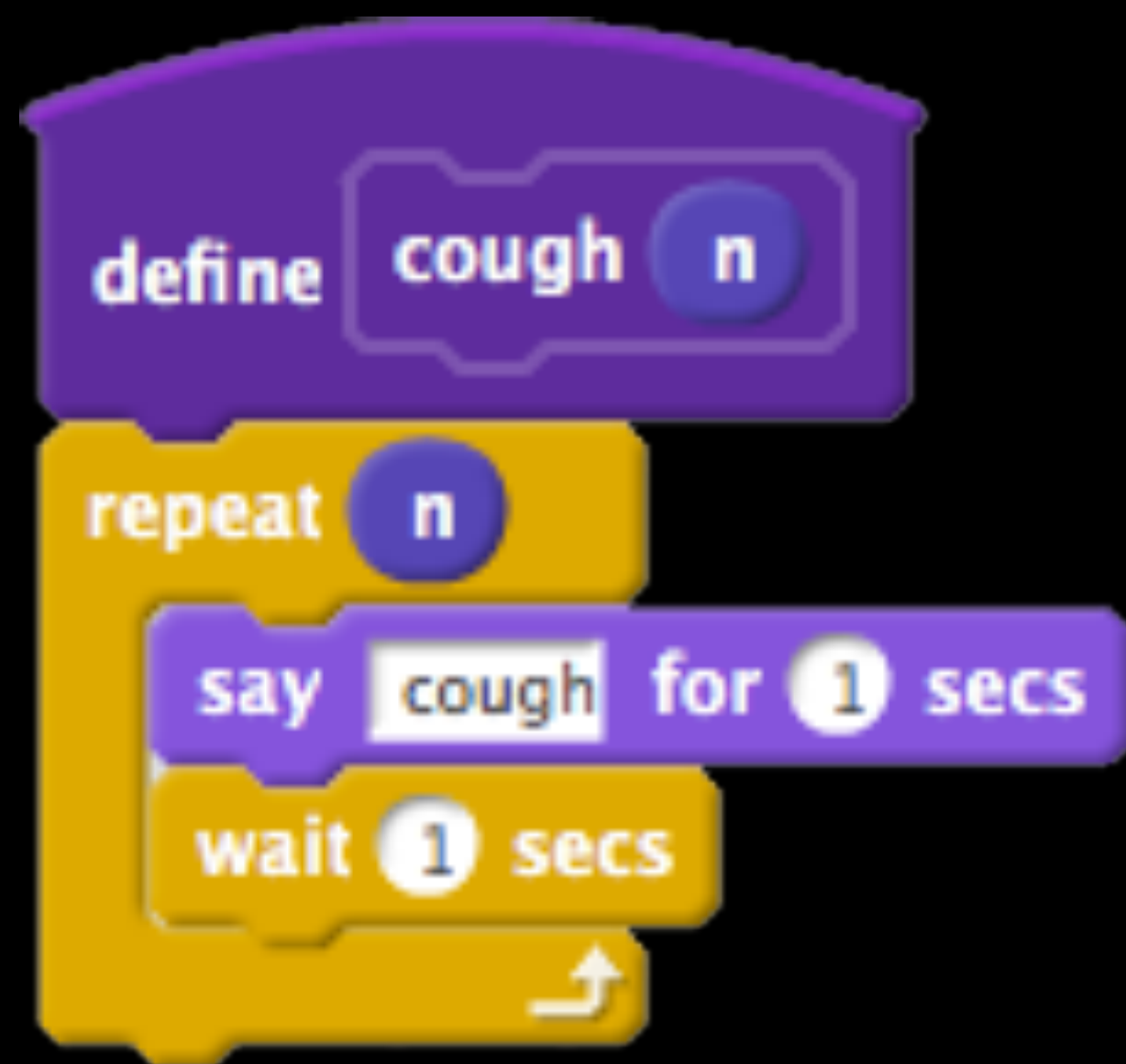
item 1 of argv

when  clicked

when  clicked

broadcast message ▼

when I receive message ▼



- gwalker
- hello, world (functions)
- meow meow meow (loops)
- pet the cat (conditions)
- don't pet the cat (conditions)
- counting sheep (variables)
- events
- threads
- hi hi hi (events)
- cough (abstraction)
- Ivy's hardest game

<https://scratch.mit.edu/>

Let's practice

1. Implement a program with a cat that walks back and forth, bouncing off the walls.
2. Implement a program that has a cat follow your mouse cursor.
3. Implement a program that has a cat move when you press the up, down, right and left arrow keys.
4. Implement a program that has a new sprite (other than a cat) count down from 10 to 1. After it ends, make the sprite jump up and down.
5. Use your programs from 1. and 3. to make two sprites interact

Project 0

Project 0

cs50.github.io/hbs/projects/0

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