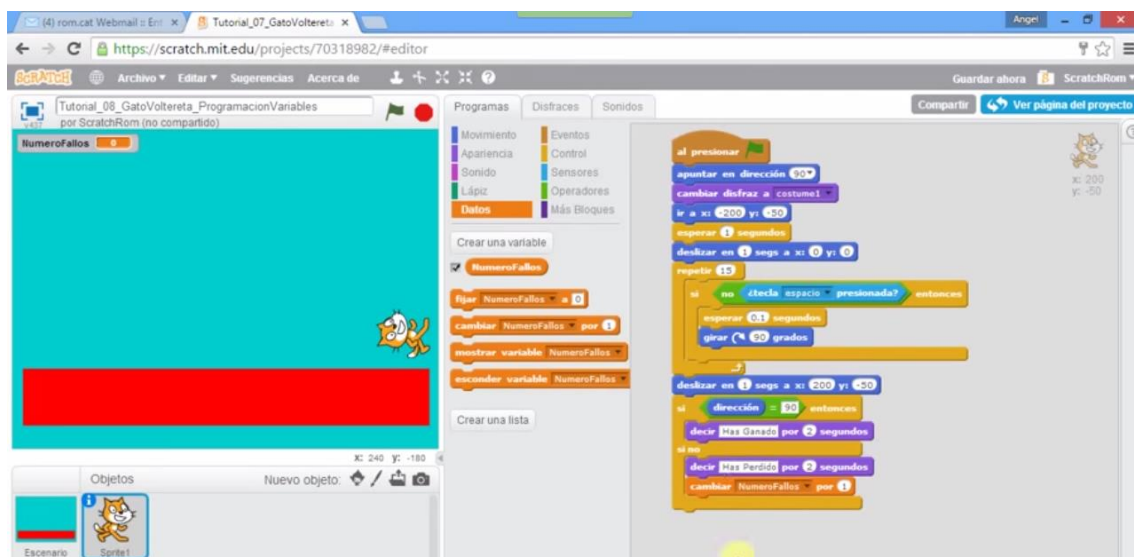
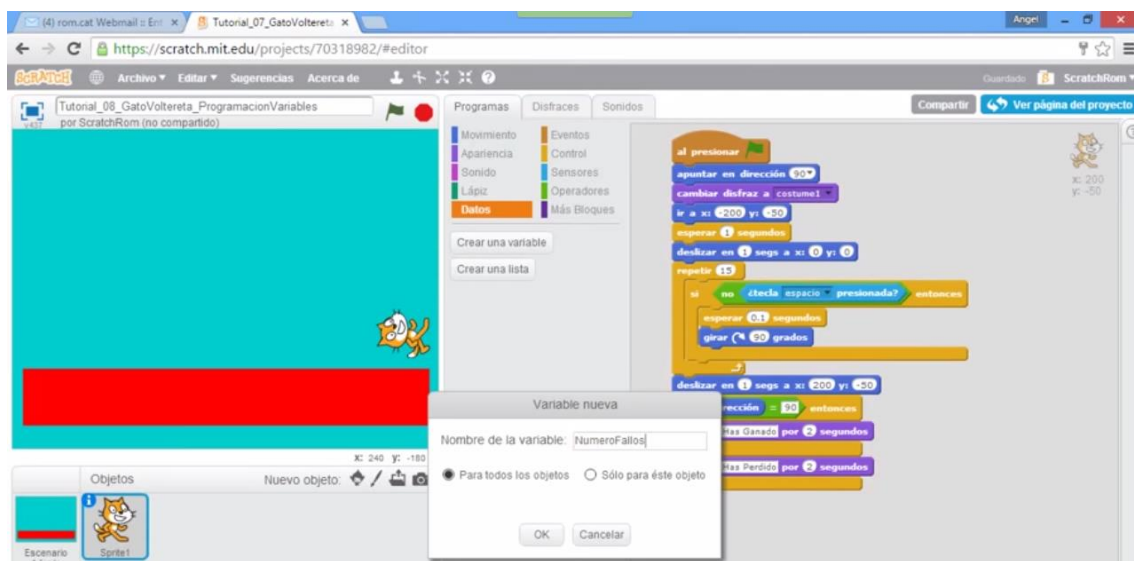
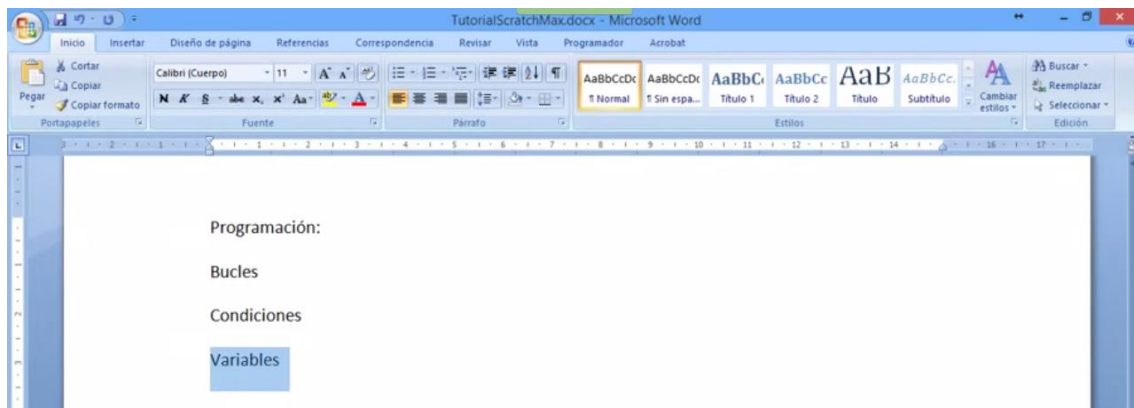
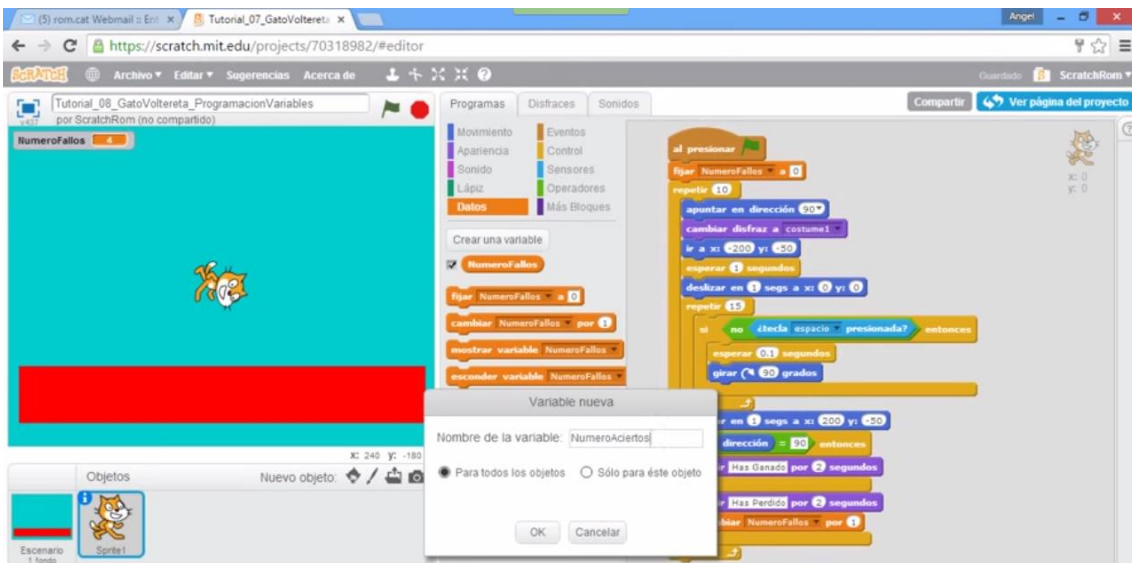
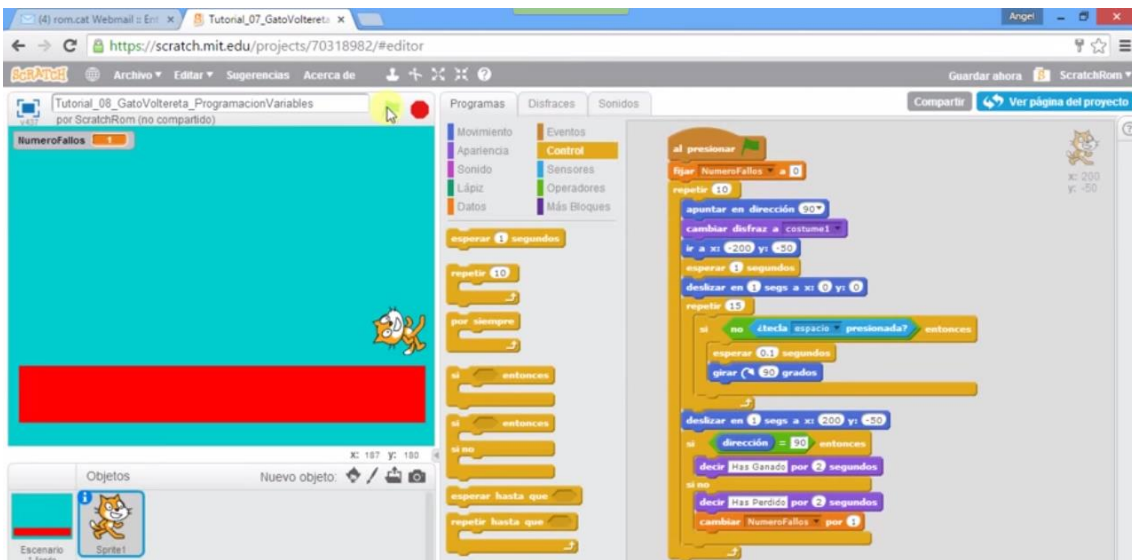
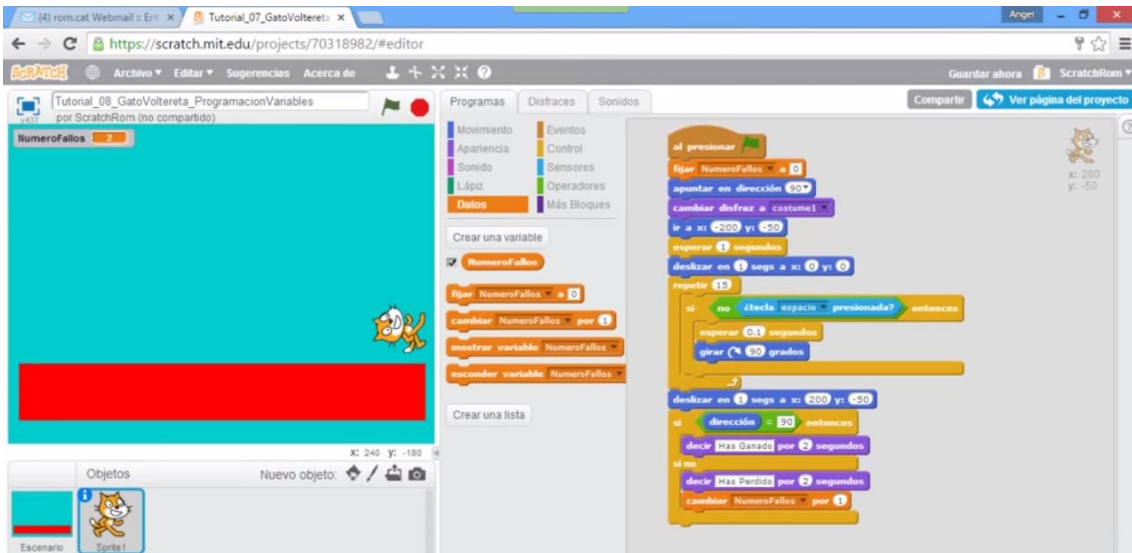


Tutorial_08_GatoVoltereta_ProgramacionVariables





Scratch editor interface showing a project titled "Tutorial_07_GatoVoltereta". The main stage displays a cat sprite on a red background. The code area contains a script triggered by "al presionar" (when pressed), which sets "NumeroFallos" and "NumeroAciertos" to 0. It then enters a "repetir 10" loop containing: "apuntar en dirección 90", "cambiar disfraz a costume1", "ir a x: 200 y: 50", "esperar 1 segundos", "deslizar en 1 segs a x: 0 y: 0", and another "repetir 15" loop. This second loop checks "si tecla espacio presionada? entonces" (if space key pressed then), which includes "esperar 0.1 segundos", "girar 90 grados", "deslizar en 1 segs a x: 200 y: 50", and a "dirección 90" block. The "si" block also includes "decir Has Ganado por 2 segundos", "cambiar NumeroAciertos por 1", "si no" (if not), "decir Has Perdido por 2 segundos", and "cambiar NumeroFallos por 1".

Scratch editor interface showing the same project, but with the "Operadores" (Operators) category selected in the left sidebar. The code area is identical to the previous image, but the "repetir 15" loop is now a "repetir hasta" loop. The "si" block contains a "número al azar entre 1 y 10" block, followed by comparison operators (<, =, >, <=, >=, <>), and logical operators (y, o, no). The "si" block also includes "decir Has Ganado por 2 segundos", "cambiar NumeroAciertos por 1", "si no", "decir Has Perdido por 2 segundos", and "cambiar NumeroFallos por 1".

Scratch editor interface showing a project titled "Tutorial_08_GatoVoltereta_ProgramacionVariables por ScratchRom (no compartido)".

The main stage displays a blue background with a red bar at the bottom. A speech bubble says "Eres un Ganadoooooooo". A cat sprite is visible on the right side of the stage.

The left sidebar shows the "Objetos" panel with a "Sprite1" object selected.

The right sidebar shows the "Programas" panel with various categories: Movimiento, Apariencia, Sonido, Datos, Eventos, Control, Sensores, Operadores, and Más Bloques.

The main workspace contains the following code blocks:

```
al presionar
  fijar NumeroFallos a 0
  fijar NumeroAciertos a 0
  repetir 5
    apuntar en dirección 90
    cambiar disfraz a costumel
    ir a x: 200 y: 50
    esperar 1 segundos
    deslizar en 1 sngs a x: 0 y: 0
    repetir 15
      si (tecla espacio presionada) entonces
        esperar 0.1 segundos
        girar 45 grados
    deslizar en 1 sngs a x: 200 y: 50
    si dirección > 90 entonces
      decir Has Ganad por 2 segundos
      cambiar NumeroAciertos por 1
    si no
      decir Has Perdido por 2 segundos
      cambiar NumeroFallos por 1
  si NumeroAciertos > NumeroFallos entonces
    pensar Eres un Ganadoooooooo por 2 segundos
  si no
    pensar Eres un Perdedoooooooo por 2 segundos
```