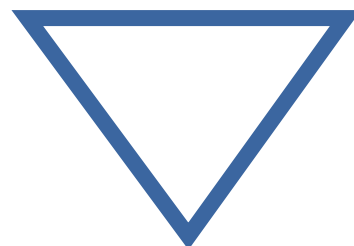


Sukuriame figūras pagal duotą eskizą ir surašome į programą jų taškus

Duota I figūra - trikampis

```
function showFigura1
  show string " FIGURA I "
  pause (ms) 500
  show number -3
  pause (ms) 300
  show number 2
  pause (ms) 200
  show icon
  pause (ms) 500
  show number 2
  pause (ms) 300
  show string ""
  show number 2
  pause (ms) 200
  show icon
  pause (ms) 500
  show number -1
  pause (ms) 300
  show number -2
  pause (ms) 200
  show icon
```



pav. 6

1. Surašome Funkciją „**showFigura1**”
2. Įkelkite pauzes 500; 300; 200
3. Jei skaičiai kartojasi dar tarp jų įkelkite tuščią **show string** tam, kad būtų išlaikytas tarpas ir suprantama, kad tai kitas skaičius
4. Įkelkite **show number**
5. Įrašykite **duotus eskize koordinacių plokštumos taškus**
6. Tarp skaičių porų įkelkite **Show icon** (taip duodame suprasti, kad skaičių pora jau parodyta ir bus rodoma sekanti sk. pora)
7. Veiksmą kartokite kol surašysite visas koordinates (žiūrėti į pav. 6)

Duota II figūra namukas (sudarytas iš 1 trikampio ir 2 stačiakampių)

```
function showFigura2
  show string << "FIGURA II" >>
  pause (ms) 500
  show number -2
  pause (ms) 300
  show number 3
  pause (ms) 200
  show icon
  pause (ms) 500
  show number 2
  pause (ms) 300
  show number 3
  pause (ms) 200
  show icon
  pause (ms) 500
  show number 2
  pause (ms) 300
  show number -2
  pause (ms) 200
  show icon

  pause (ms) 500
  show number -2
  pause (ms) 300
  show string << " " >>
  show number -2
  pause (ms) 200
  show icon
  pause (ms) 500
  show number 0
  pause (ms) 300
  show number 6
  pause (ms) 200
  show icon
  pause (ms) 500
  show number -1
  pause (ms) 300
  show number -1
  pause (ms) 300
  show string << " " >>
  show number -1
  pause (ms) 200
  show icon

  pause (ms) 500
  show number 1
  pause (ms) 300
  show number 2
  pause (ms) 200
  show icon
  pause (ms) 500
  show number 1
  pause (ms) 300
  show number -1
  pause (ms) 200
  show icon
  pause (ms) 500
  show number -1
  pause (ms) 300
  show string << " " >>
  show number -1
  pause (ms) 200
  show icon
```

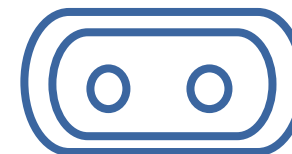
pav. 7



1. Surašome Funkciją „**showFigura2**”
2. Įkelkite pauzes 500; 300; 200
3. Jei skaičiai kartojasi dar tarp jų įkelkite tuščią **show string** tam, kad būtų išlaikytas tarpas ir suprantama, kad tai kitas skaičius
4. Įkelkite **show number**
5. Įrašykite **duotus eskize koordinatinių plokštumos taškus**
6. Tarp skaičių porų įkelkite **Show icon** (taip duodame suprasti, kad skaičių pora jau parodyta ir bus rodoma sekanti sk. pora)
7. Veiksmą kartokite kol surašysite visas koordinatas (*žiūrėti į pav. 7*)

Duota III figūra Micro:bits logo ženkliukas (sudarytas iš 2 apskritimų ir 2 ovalų)

```
function showFigura3
  show string "FIGURA III"
  pause (ms) 500
  show number -3
  pause (ms) 300
  show number 3
  pause (ms) 200
  show icon
  pause (ms) 500
  show number 3
  pause (ms) 300
  show number -3
  pause (ms) 200
  show icon
  pause (ms) 500
  show number 3
  pause (ms) 300
  show number -3
  pause (ms) 200
  show icon
  pause (ms) 500
  show number -3
  pause (ms) 300
  show string ""
  show number -3
  pause (ms) 300
  show number 5
  pause (ms) 200
  show icon
  pause (ms) 500
  show number 5
  pause (ms) 300
  show number -2
  pause (ms) 200
  show icon
  pause (ms) 500
  show number 3
  pause (ms) 300
  show number -3
  pause (ms) 200
  show icon
  pause (ms) 500
  show number -5
  pause (ms) 300
  show number 2
  pause (ms) 200
  show icon
  pause (ms) 500
  show number -3
  pause (ms) 300
  show string ""
  show number -3
  pause (ms) 200
  show icon
```



1. Surašome Funkciją „**showFigura3**“
2. Įkelkite pauzes 500; 300; 200
3. Jei skaičiai kartojasi dar tarp jų įkelkite tuščią **show string** tam, kad būtų išlaikytas tarpas ir suprantama, kad tai kitas skaičius
4. Įkelkite **show number**
5. Įrašykite **duotus eskize koordinacių plokštumos taškus**
6. Tarp skaičių porų įkelkite **Show icon** (taip duodame suprasti, kad skaičių pora jau parodyta ir bus rodoma sekanti sk. pora)
7. Veiksmą kartokite kol surašysite visas koordinates (*žiūrėti j pav. 7*)
8. Išbandykite programą **Emuliacijoje**

The image displays four vertical columns of Scratch code blocks, representing different stages or variations of a number guessing game. Each column consists of a sequence of blocks: 'pause (ms)', 'show number', 'show icon', and 'show string'.

- Column 1:**
 - pause (ms) 500
 - show number 3
 - pause (ms) 300
 - show number 5
 - pause (ms) 200
 - show icon
 - pause (ms) 500
 - show number 5
 - pause (ms) 300
 - show number 4
 - pause (ms) 200
 - show icon
 - pause (ms) 500
 - show number 7
 - pause (ms) 300
 - show number 1
 - pause (ms) 200
 - show icon
- Column 2:**
 - pause (ms) 500
 - show number 7
 - pause (ms) 300
 - show number -1
 - pause (ms) 200
 - show icon
 - pause (ms) 500
 - show number 5
 - pause (ms) 300
 - show string " "
 - show number -4
 - pause (ms) 200
 - show icon
 - pause (ms) 500
 - show number 3
 - pause (ms) 300
 - show number -5
 - pause (ms) 200
 - show icon
- Column 3:**
 - pause (ms) 500
 - show number 7
 - pause (ms) 300
 - show number -1
 - pause (ms) 200
 - show icon
 - pause (ms) 500
 - show number 5
 - pause (ms) 300
 - show string " "
 - show number -4
 - pause (ms) 200
 - show icon
 - pause (ms) 500
 - show number 3
 - pause (ms) 300
 - show number -5
 - pause (ms) 200
 - show icon
- Column 4:**
 - pause (ms) 500
 - show number -3
 - pause (ms) 300
 - show number -5
 - pause (ms) 200
 - show icon
 - pause (ms) 500
 - show number -5
 - pause (ms) 300
 - show number -4
 - pause (ms) 200
 - show icon
 - pause (ms) 500
 - show number -7
 - pause (ms) 300
 - show number -1
 - pause (ms) 200
 - show icon

The image displays three vertical columns of Scratch code blocks, representing a sequence of operations for a number guessing game. Each block is a blue rectangle with a grid icon in the top-left corner and a small icon on the right side. The blocks are arranged in a vertical stack, with some blocks having a 'wait' icon (a clock face) and a numerical value in a pink box.

Column 1 (Left):

- pause (ms) 500
- show number -7
- pause (ms) 300
- show number 1
- pause (ms) 200
- show icon [Microchip icon]
- pause (ms) 500
- show number -5
- pause (ms) 300
- show number 4
- pause (ms) 200
- show icon [Microchip icon]
- pause (ms) 500
- show number 3
- pause (ms) 300
- show number 1
- pause (ms) 200
- show icon [Microchip icon]

Column 2 (Middle):

- pause (ms) 500
- show number 4
- pause (ms) 300
- show number 0
- pause (ms) 200
- show icon [Microchip icon]
- pause (ms) 500
- show number 3
- pause (ms) 300
- show number -1
- pause (ms) 200
- show icon [Microchip icon]
- pause (ms) 500
- show number 2
- pause (ms) 300
- show number 0
- pause (ms) 200
- show icon [Microchip icon]

Column 3 (Right):

- pause (ms) 500
- show number -3
- pause (ms) 300
- show number 1
- pause (ms) 200
- show icon [Microchip icon]
- pause (ms) 500
- show number -2
- pause (ms) 300
- show number 0
- pause (ms) 200
- show icon [Microchip icon]
- pause (ms) 500
- show number -3
- pause (ms) 300
- show number -1
- pause (ms) 200
- show icon [Microchip icon]
- pause (ms) 500
- show number -4
- pause (ms) 300
- show number 0
- pause (ms) 200
- show icon [Microchip icon]
- pause (ms) 500