

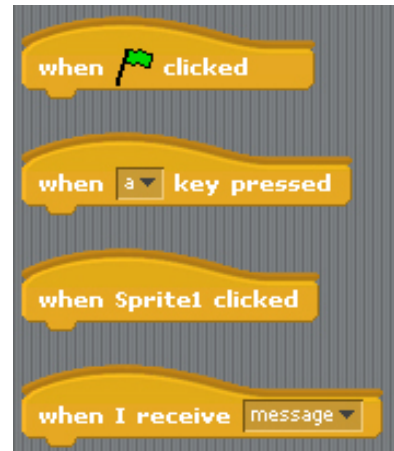
Methods and Broadcasts

Methods: Behavior of objects (sprites).

In scratch a method is described by a script. The execution of a method can be triggered by

- the start of the program (green flag)
- keypress
- mouse click
- receiving a ↑broadcast

It always depends on the corresponding starting block. Several Scripts can be executed at the same time parallel.



Broadcasts: Communication between objects (sprites).

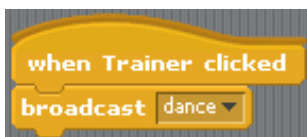
With broadcasts objects can communicate („talk“) with each other. For instance it is possible to request another object with a broadcast to execute a certain ↑method.

Sending of broadcasts is done with the block



Example:

A dance group shall move according to the directions (click on) their trainer. Script of the sprite „Trainer“:



Script of the three sprites „Dancer“:



Assignment:

1. Create your own animation of a dance group. The dancers shall react on diverse broadcasts and perform different dance movements.