

قومي بسحب اسماء الواجهة في المكان الصحيح.

The image shows the Scratch web interface with several red rectangular boxes placed over different components for labeling. The components are as follows:

- Top Bar:** Includes the Scratch logo, a settings gear icon, a file icon, an edit icon, a tutorial icon, a debug icon, a 'Join Scratch' button, and a 'Sign in' button.
- Left Sidebar:** Contains tabs for 'Code', 'Costumes', and 'Sounds'. Below these are categories: 'Motion', 'Looks', 'Sound', 'Events', 'Control', 'Sensing', 'Operators', 'Variables', and 'My Blocks'. The 'Motion' category is selected, showing a list of motion blocks.
- Main Stage:** A large white area where the cat sprite is currently positioned. A red box is placed in the upper left of the stage.
- Sprite Area:** Located at the bottom right of the stage, it shows the selected sprite (the cat) and its properties, including 'Sprite1', 'Show', 'Size', and 'Stage'.
- Right Panel:** A vertical list of buttons for various actions, each with a red box for labeling.

Right Panel Buttons (from top to bottom):

- قوالب البرمجة
- المسرح
- شريط القوائم
- الشخصية/كائن
- إضافة الكائن
- إضافة الخلفية
- إعدادات الكائن
- منصة البرمجة