Match the block of scratch below with its function

Block	Function
say Hello! for 2 secs	the value of the x position where the sprite currently is at
next costume	show text in a rectangle box next to the sprite for some seconds
say Hello!	play the selected sound
x position	play the selected song and wait till it's finished
change y by 10	run the blocks inside again and again till the red stop button is clicked
glide 1 secs to x: 0 y: 0	attach blocks you want to run when the green flag is clicked
move 10 steps	show the next costume
go to x: 0 y: 0	attach blocks you want to run when a key is pressed on the keyboard
play sound meow ▼	run the blocks inside only when the conditions are met
play sound meow ▼ until done	show text in a rectangle box next to the sprite
when ⚑ clicked	pause the program for some seconds and then continue
when space ▼ key pressed	move some steps towards the current direction
forever	go to any position, x is between -240 and 240, y between -180 and 180
repeat 10	move smoothly to a position on the screen within N seconds
wait 1 secs	move up or down by a number of steps
if ⬡ then	run the blocks inside for a certain number of times