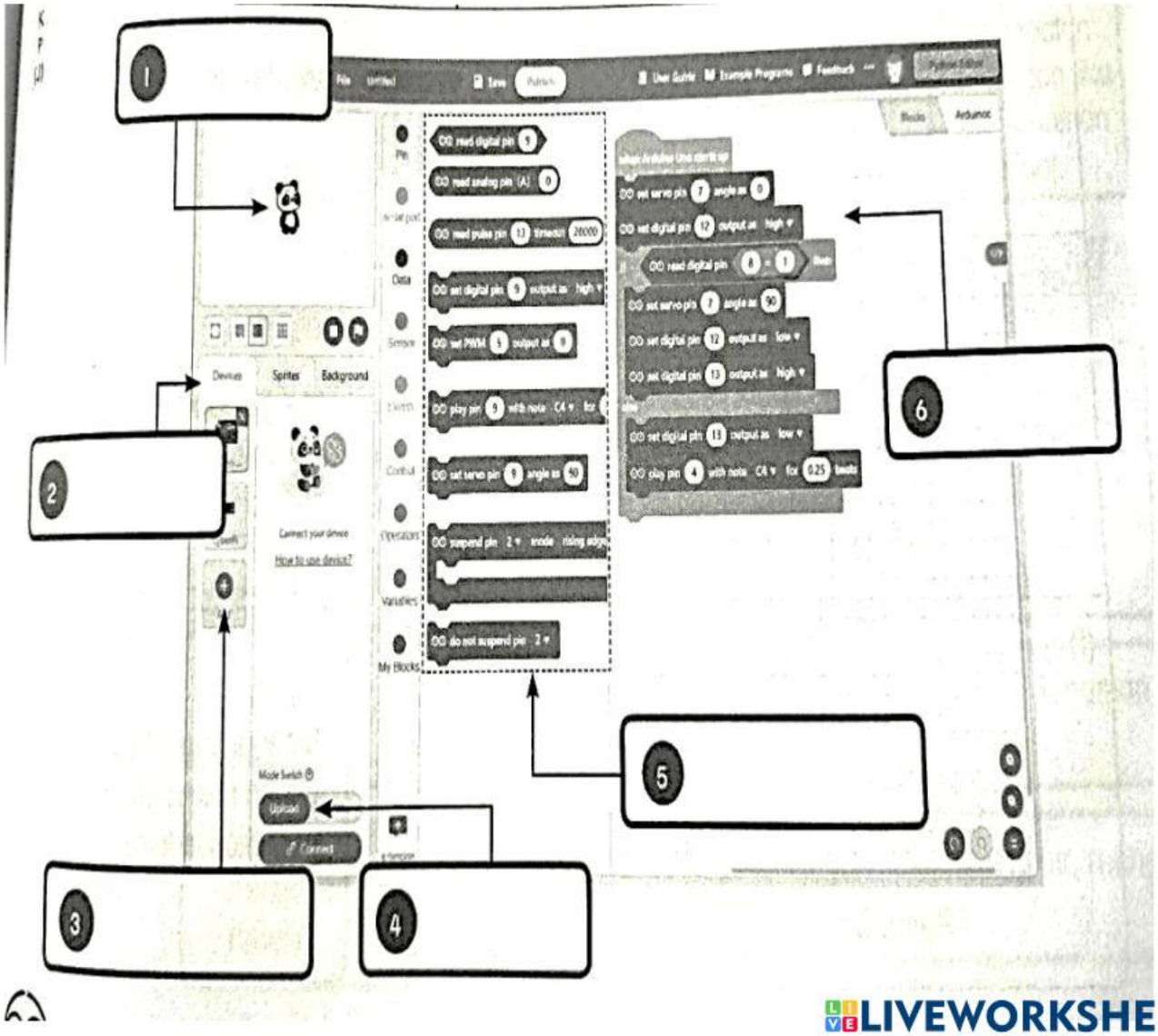
1. Labelkan setiap filtur pada paparan antara muka perisian pengaturcaraan berasaskan grafik di bawah.

Block Palette	Sprite	Scripts Area
Upload	Device Library	Devices



LIVEWORKSHEETS