

'Drag and Drop' pilihan jawapan di bawah ke dalam kotak yang disediakan.

The image shows the Scratch 3.0 web interface with several components labeled for identification:

- TOOLBAR**: Located at the top left, containing icons for file operations, editing, and viewing.
- TABS**: Located below the toolbar, showing 'Code', 'Costumes', and 'Sounds' tabs.
- BLOCKS PALLETE**: The left sidebar containing categorized blocks: Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, and My Blocks.
- SCRIPT AREA**: The central workspace where code blocks are assembled. It contains a 'Hello!' block and a 'Backpack' button at the bottom.
- STAGE**: The area on the right where the sprite is displayed. It includes a 'Stage' button and a 'Backpack' button.
- SPRITE LIST**: Located at the bottom right, showing the list of sprites (Sprite1).
- BACKDROP LIST**: Located at the bottom right, showing the list of backdrops (Backdrop1).

A code block is shown in the script area, containing the following blocks:

```
when green flag clicked  
  move 10 steps  
  turn 15 degrees  
  turn 15 degrees  
  go to random position  
  go to x: 0 y: 0  
  glide 1 secs to random position  
  glide 1 secs to x: 0 y: 0  
  point in direction 90  
  point forwards mouse-pointer  
  change x by 10  
  set x to 0  
  change y by 10  
  set y to 0  
  if on edge, bounce
```

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LIVEWORKSHEETS