

The image shows the Scratch 3.0 web interface with several components labeled in Arabic. Blue lines connect the labels to the corresponding parts of the interface:

- تكبير وتصغير منطقة المقاطع البرمجية.** (Zoom in and out of the code area.) - Points to the zoom controls in the top right of the code editor.
- منطقة ظهور لبنات المجموعة المحددة.** (Area for the appearance of the selected group's blocks.) - Points to the 'when clicked' block in the code editor.
- منطقة بناء المقاطع البرمجية.** (Area for building code blocks.) - Points to the 'say' block in the code editor.
- مجموعات اللبانات البرمجية.** (Groups of code blocks.) - Points to the 'when clicked' block in the code editor.
- المنصة** (The stage) - Points to the main canvas area.
- شريط القوائم** (Menu bar) - Points to the top menu bar.
- كائن رسومي.** (Graphic object) - Points to the cat sprite in the top left.
- منطقة الكائنات الرسومية.** (Graphic objects area) - Points to the 'Sprites' panel in the bottom left.