

## UNIT 3: Reka Bentuk Pengaturcaraan

### **PBD** 6.4 PEMBANGUNAN ATUR CARA DALAM MIKROPENGAWAL

#### 6.4.1 Mengenal Pasti Fitur-fitur pada Antara Muka Perisian Pengaturcaraan

SP6.4.1 **TPI**

Berikut adalah fitur-fitur yang terdapat pada paparan antara muka perisian pengaturcaraan grafik (blok). Namakan fitur –fitur tersebut.

The screenshot shows the Makeblock ImBlock software interface. It includes a top menu bar with options like File, Edit, Save, Publish, Competition, Tutorials, Feedback, and Python Editor. The main workspace is divided into several panels:

- Left Panel:** Contains a preview window showing a panda character on a city background. Below it are tabs for 'Devices', 'Sprites', and 'Background'. The 'Sprites' tab is active, showing a list of sprites including 'Panda' and 'Animal numbers'. The 'Panda' sprite is selected, and its properties (X: 134, Y: 78, Size: 100, Direction: 58) are displayed.
- Middle Panel:** A vertical toolbar with icons for different categories of blocks: Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, and My Blocks.
- Right Panel:** A workspace for building code blocks. It shows a sequence of blocks for the 'Panda' sprite, including 'move 10 steps', 'turn 15 degrees', 'go to random position', 'go to x: 134 y: 78', 'glide 1 secs to random position', 'glide 1 secs to x: 134 y: 78', 'point in direction 90', 'point towards mouse-pointer', 'change x by 10', and 'set x to 134'. There are also blocks for 'when green flag clicked' and 'when space is any pressed'.

Five numbered boxes are placed around the interface for labeling:

- Box 1: Points to the 'Panda' sprite in the 'Sprites' panel.
- Box 2: Points to the 'when space is any pressed' event block in the workspace.
- Box 3: Points to the 'Panda' sprite in the 'Sprites' panel.
- Box 4: Points to the 'point towards mouse-pointer' block in the workspace.
- Box 5: Points to the 'when green flag clicked' event block in the workspace.