

Interface Guide: Scratch

The image shows the Scratch web interface with several key components highlighted by colored boxes and arrows. The interface includes a top navigation bar with the BrainPOP logo, 'CREATIVE CODING' title, user name 'isaace1011', and buttons for 'MY PROJECTS', 'Jazz', '?', 'SAVE', and 'SUBMIT TO TEACHER'. Below this is a 'Help ?' section with 'Start', 'Stop', and 'Full Screen' buttons. The main workspace is divided into a 'Block Palette' on the left, a 'Coding Area' in the center, and a 'Stage' on the right. The 'Block Palette' contains a list of blocks: 'when this sprite clicked', 'say Hello! for 2 seconds', 'play sound BrainPOP POP until done', and 'glide 1 secs to random position'. The 'Coding Area' is a large grid where these blocks are assembled. The 'Stage' shows a scene with a saxophone player. Below the stage are 'Sprites' and 'Backdrops' tabs. The 'Sprites' tab shows a 'Sprite List' with 'Charlie Parker' and an 'Add' button. The 'Backdrops' tab shows a 'Sprite Info' panel with fields for 'SIZE', 'ANGLE', 'X', and 'Y'. A 'Tutorial' window is also visible, providing step-by-step instructions.

Block Palette
Blocks to code projects

Coding Area
Drag and drop blocks and snap them together

Tutorial
Step-by-step instructions

Stage
Where code comes to life

Backdrops
Choose a scene

Sprite Info
Rename, resize, rotate, move, and show/hide sprites

Sprite List
Select a sprite to code and add new sprites

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Interface Guide: VidCode

The screenshot shows the VidCode interface with the following components and annotations:

- Instruction Panel:** Located on the left, it displays a lesson step titled "Headline Size" with instructions: "DO: Change the text size by typing `headline.size = ;` and experiment by setting different numbers after `=`." It includes a "Show hint" button and navigation buttons "← BACK" and "NEXT →".
- Code Editor:** The central area contains a code editor with the following code:

```
1 movie = video();
2 movie.source = "moby-dancing-video";
3
4 var myRect = rect(0, 0, 772, 80);
5 myRect.color = "lightblue";
6 myRect.borderColor = "lightblue";
7
8 var headline = text("It's Friday! What a feeling!");
9 headline.font = "Arial";
10 headline.x = 160;
11 headline.y = 10;
12 headline.color = "black";
13 headline.size = 40;
14
15 repeat(function() {
16     //write code below
17     headline.x = headline.x - 20;
18 }, 1);
```
- Effects Blocks:** Located at the bottom left, it shows a list of effects: "rectangle", "text", and "repeat".
- Player:** On the right, it shows a video player with the title "It's Friday! What a feeling!" and a video of a robot character.
- Assets Library:** Below the player, it shows a grid of asset thumbnails under tabs "VIDEOS", "GRAPHICS", and "SPRITES". Assets include "popping-balloons-video", "wow-a-t-shirt-video", "strong-emotions-video", "separated-by-a-comma-video", "moby-writing-video", and "moby-dancing-video".

Annotations with arrows point to these components: "Instruction Panel" (purple), "Code Editor" (orange), "Effects Blocks" (red), "Player" (blue), and "Assets Library" (green).