

2D Shape Maker

The image displays three Scratch scripts for a 2D shape maker. The first script, on the left, is a main drawing routine that starts with a 'when green flag clicked' event, followed by 'pen up', 'clear', 'point in direction 90', 'set y to 25', 'set x to -30', and 'pen down'. It then enters a 'forever' loop containing 'move Steps steps', 'wait seconds secs', and 'turn Turn Degrees degrees'. The second script, on the right, also starts with 'when green flag clicked', followed by a 'forever' loop containing a 'repeat 1' block with 'set seconds to Steps * 0.01'. The third script, at the bottom left, starts with 'when green flag clicked' and 'set pen color to' a black color swatch. A small Scratch cat icon and coordinate labels 'x: -1' and 'y: 2' are visible in the top right corner.

```
when green flag clicked
  pen up
  clear
  point in direction 90
  set y to 25
  set x to -30
  pen down
  forever
    move Steps steps
    wait seconds secs
    turn Turn Degrees degrees

when green flag clicked
  set pen color to black

when green flag clicked
  forever
    repeat 1
      set seconds to Steps * 0.01
```