

# Angle

### Background



## Block



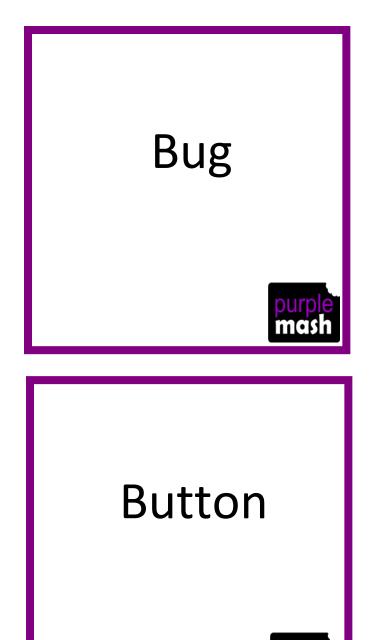
This refers to the direction an object faces or moves on the screen. You can change this property for a vehicle or animal object.

This is the part of the program that is behind everything else. It sets the scene for the story or game that you design.



In programming, this means a group of commands





# Change Variable



A problem in a computer program that stops it working the way it was designed.

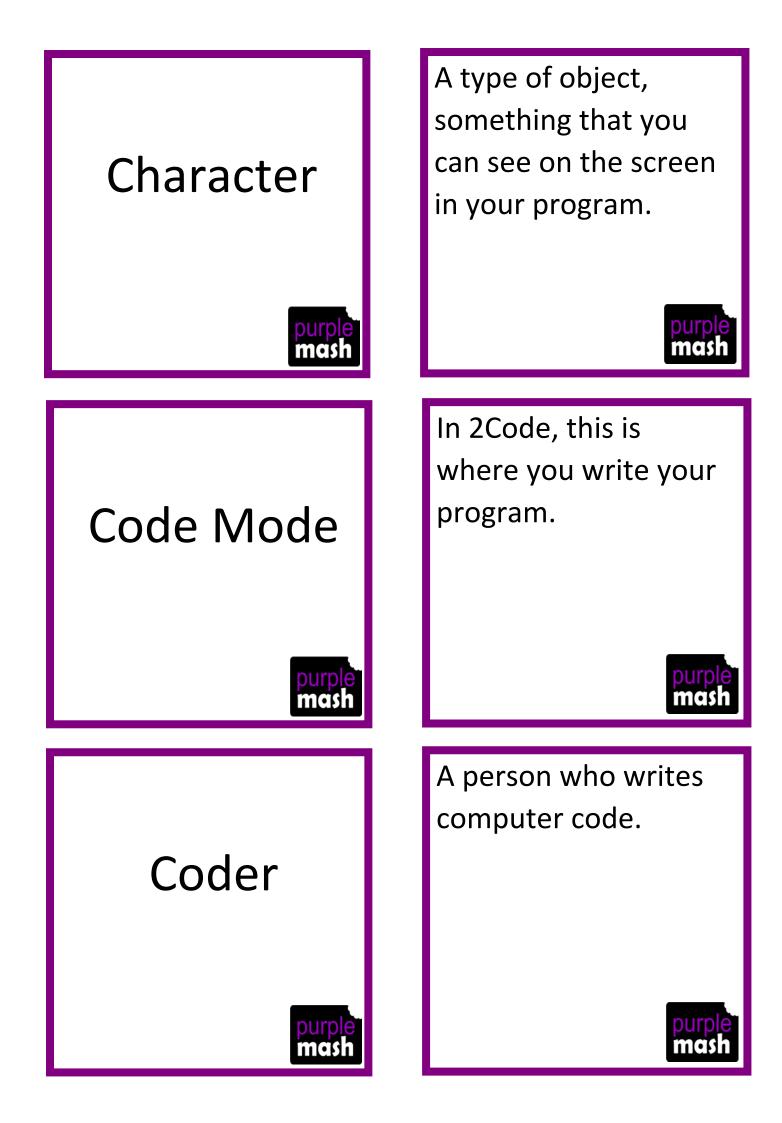


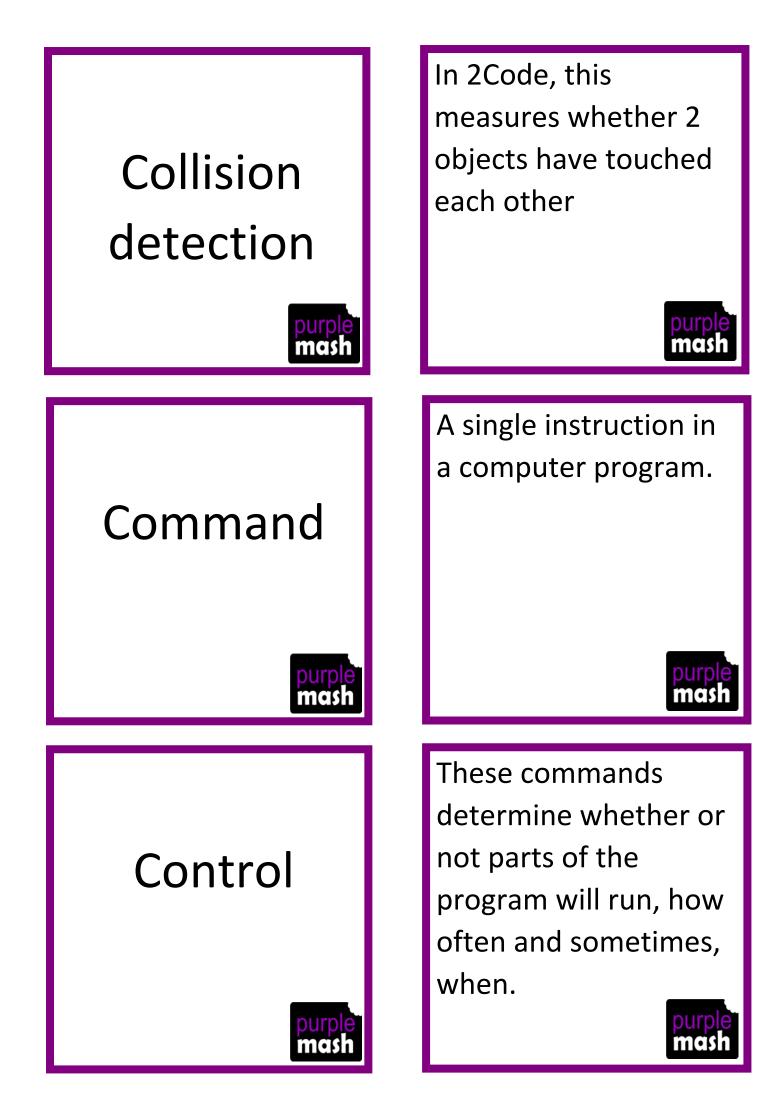
In 2Code, this object responds only to being clicked. It has no other properties or actions available in code mode.

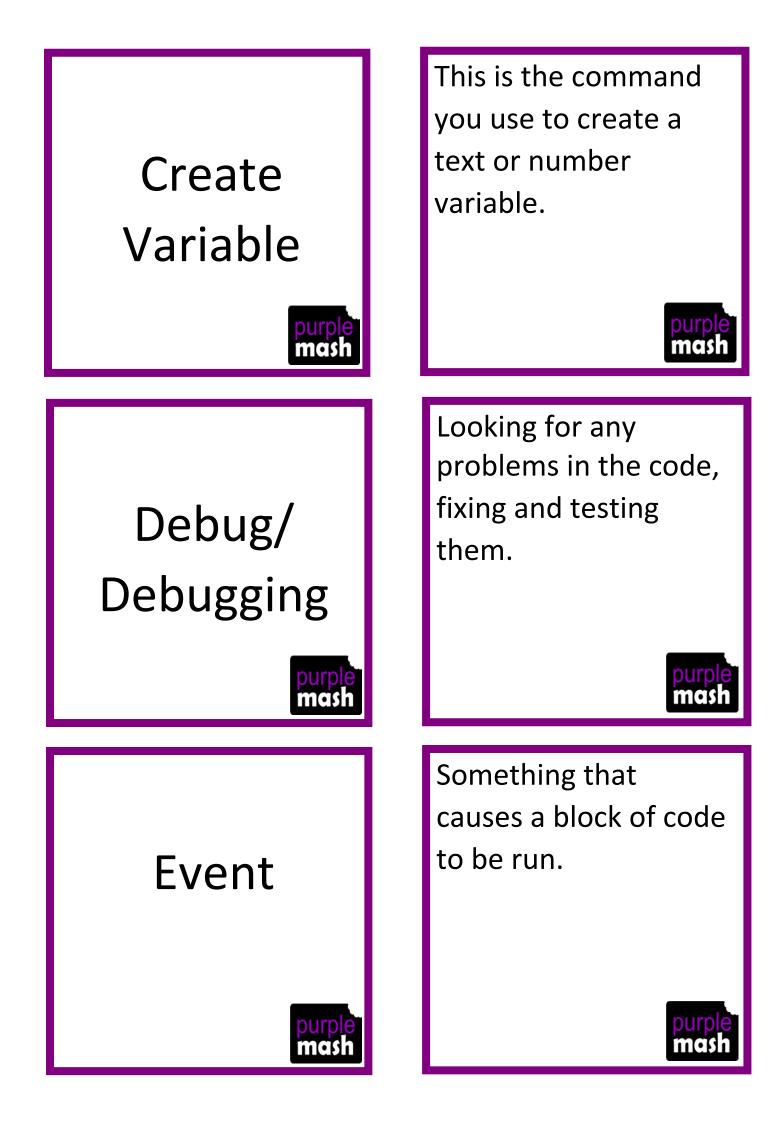


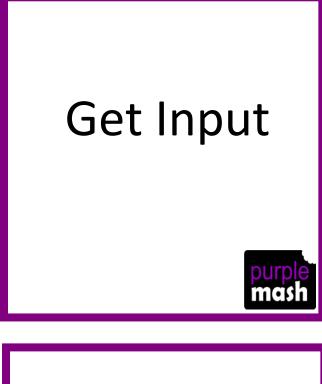
A command that you can use when working with number and text variables.











If purplemash

## If/Else



This puts the text that a user types into the computer's temporary memory, so the code run can vary depending upon what the user enters.

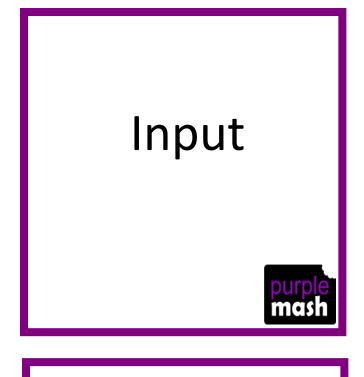


A conditional command. This tests a statement. If the condition is true then the commands inside the block will be r<u>un.</u>



A conditional command. This tests a statement. If the condition is true then the commands inside the 'if block' will be run. If the condition is not met, then the commands inside the 'else block' are run.





Information going into the computer. Could be the user moving or clicking the mouse, or the user entering characters on the keyboard. On tablets there are other forms such as finger swipes, touch gestures and tilting the device.



### Launch



### Object

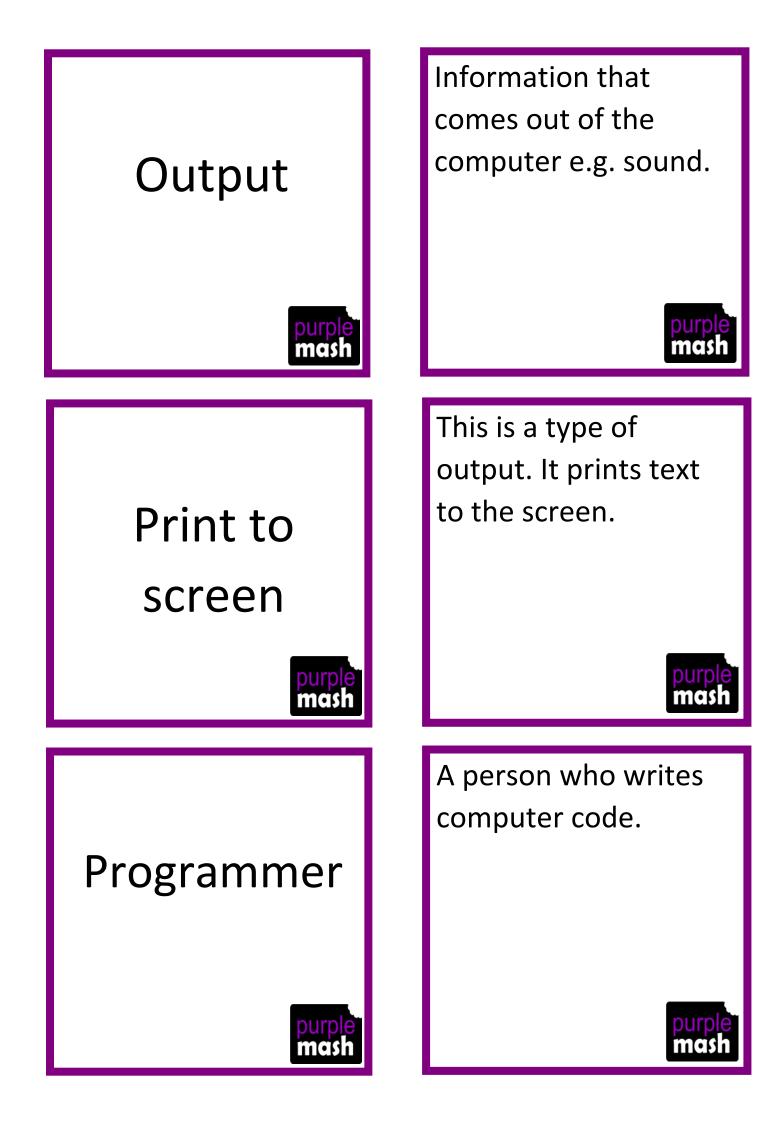


This command will open another Purple Mash file or an external website that you specify when it is called.



This is an element in a computer program that can be created and manipulated using the object's actions or properties. In 2Code all the elements on the





# Properties

Repeat



### Scale



Every object in a program has these. They are details about the object such as its size or its image. Some can be changed in design view and others in the code.



This command can be used to make a block of commands run a set number of times or forever.



The size of an object in 2Code measured in percentages.



### Selection



### Sequence



### Simulation



This is a decision command. When selection is used, a program will choose a different outcome depending on a condition, for example; "repeat"; "repeat until"; "if/else".

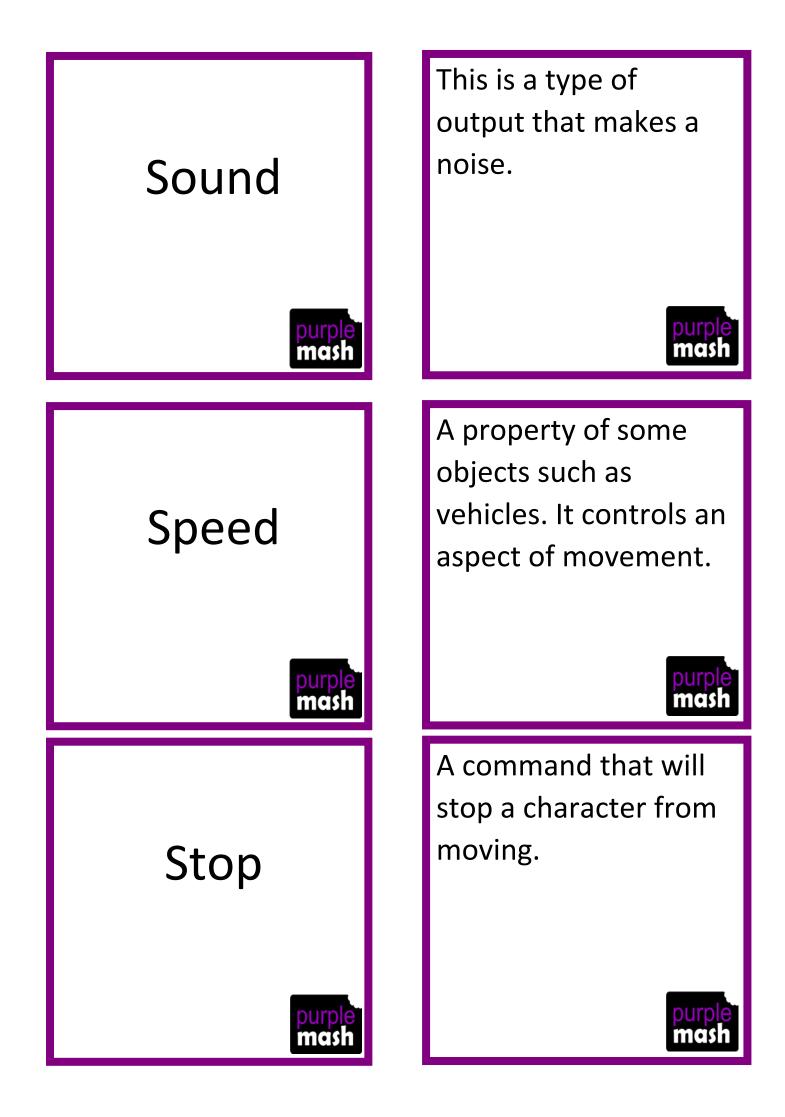


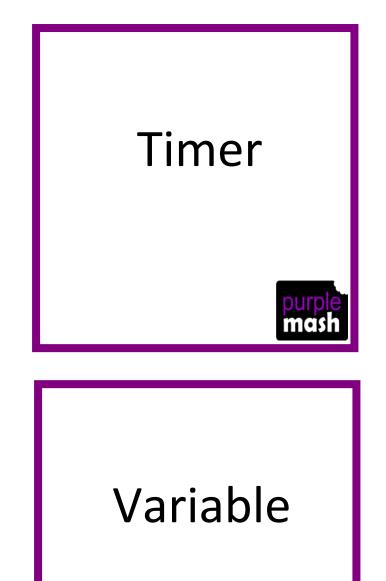
This is when a computer program runs commands in order. In 2Code this can also include "repeat" or a timer.



A model that represents a real or imaginary situation. They can be used to explore options and to test predictions.









#### When clicked



Use this command to run a block of commands after a timed delay or at regular intervals.



This is used in programming to keep track of things that can change while a program is running.



An event command. It makes code run when you click on something.







An event command. It makes code run when you press the specified key on the keyboard.



# When swiped

An event command. It makes code run when you swipe in the specified direction.

