



## Scratch ile Ping Pong Oyunu

The image displays the Scratch IDE interface for a Ping Pong game. On the left, the script editor shows the following code:

- When clicked:** Turn 45 degrees.
- Repeat (forever):** Move 15 steps, then check if at edge. If yes, turn 180 degrees, move 15 steps, and wait 0.5 seconds.
- When clicked:** Set score to 0.
- When clicked:** Repeat (forever): If Paddle changed, increase score by 1, then turn 180 degrees, move 15 steps, and wait 0.5 seconds.

On the right, the preview window shows a 3D-rendered Ping Pong table with a blue grid. A yellow ball is positioned at the top left, and a green paddle is at the bottom center. The score is displayed as "puan 0". The bottom right panel shows the "Ball" sprite selected, with coordinates x: -214, y: 132, and a direction of 45 degrees. The "Paddle" and "Line" sprites are also visible in the sprite list.

tıklandığında

sürekli tekrarla

x konumunu farenin x'i yap

puan 0

Kukla Paddle

Göster

Büyükük 100

Yön 90

x -165

y -150

Ball

Paddle

Line

Sahne

Dekorlar 2

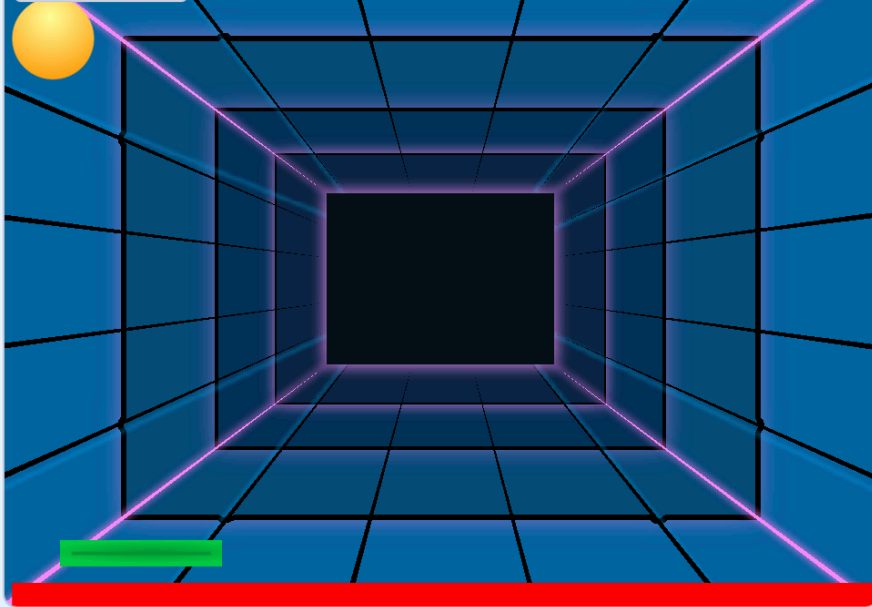
+

-

=



puan 0



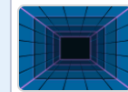
```
when clicked
  loop
    if Ball is changing? then
      stop all
```

Kukla Line x 3 y -174

Göster   Büyüklük 100 Yön 90



Sahne



Dekorlar

2

