



PictoBlox

Blocks Python Costumes Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 184 y: 16
- glide 1 secs to random position
- glide 1 secs to x: 184 y: 16
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to 184

```
when clicked
  set هل النص to أريد
  set language to Arabic
  set voice to squeak
  ask هل النص and wait
  set أريد to answer
```



Sprite: Devin x: 184 y: 16

Show: Size: 100 Direction: 90

Backdrops: 1

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: -154 y: 129
- glide 1 secs to random position
- glide 1 secs to x: -154 y: 129
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to -154

```
when this sprite clicked
  switch costume to button2-b
  wait 0.2 seconds
  switch costume to button2-a
  set language to Arabic
  if answer = اريد then
    set اريد to answer
    set اريد to translate اريد to Arabic
  speak translate اريد to Arabic
```



Sprite: Button4 x: -154 y: 129

Show: [] Size: 100 Direction: 90

Backdrops: 1

Blocks Python Costumes Sounds

Search

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: -152 y: 4
- glide 1 secs to random position
- glide 1 secs to x: -152 y: 4
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to -152

```
when this sprite clicked
  switch costume to button2-b
  wait 0.2 seconds
  switch costume to button2-a
  set language to French
  if answer = العربية then
    set العربية to answer
    set العربية to translate العربية to French
  speak translate العربية to French
```



Sprite Button3 x: -152 y: 4

Show Size 100 Direction 90

Backdrops 1

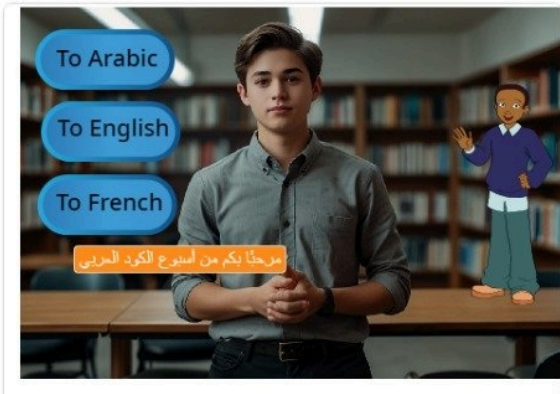
Blocks Python Costumes Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: -149 y: 67
- glide 1 secs to random position
- glide 1 secs to x: -149 y: 67
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to -149

Script:

```
when this sprite clicked
  switch costume to button2-b
  wait 0.2 seconds
  switch costume to button2-a
  set language to English
  if answer = اريد then
    set اريد to answer
    set اريد to translate اريد to English
  speak translate اريد to English
```



Sprite Button2 x: -149 y: 67

Show Size: 100 Direction: 90

Backdrops 1

IMG-2024... Button2 Button3 Button4 Devin