

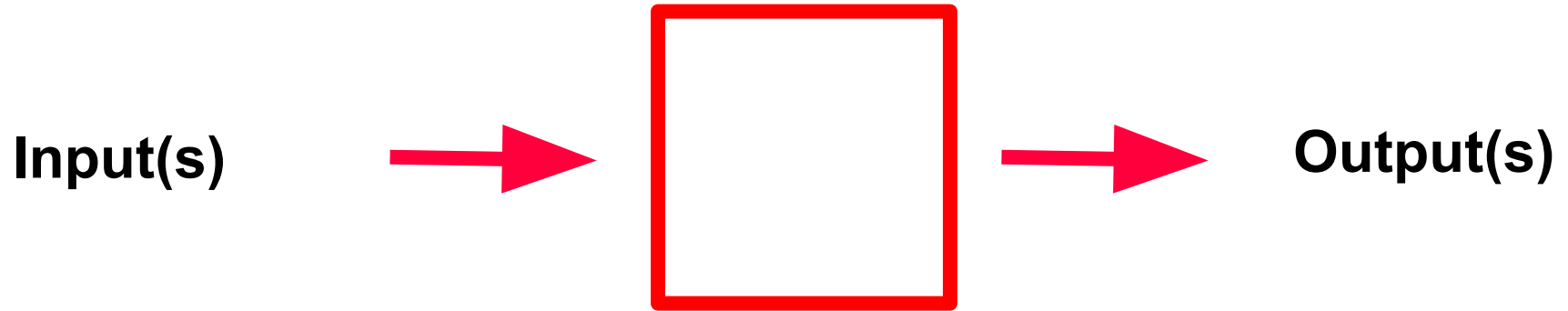


Introduction to Computer Science

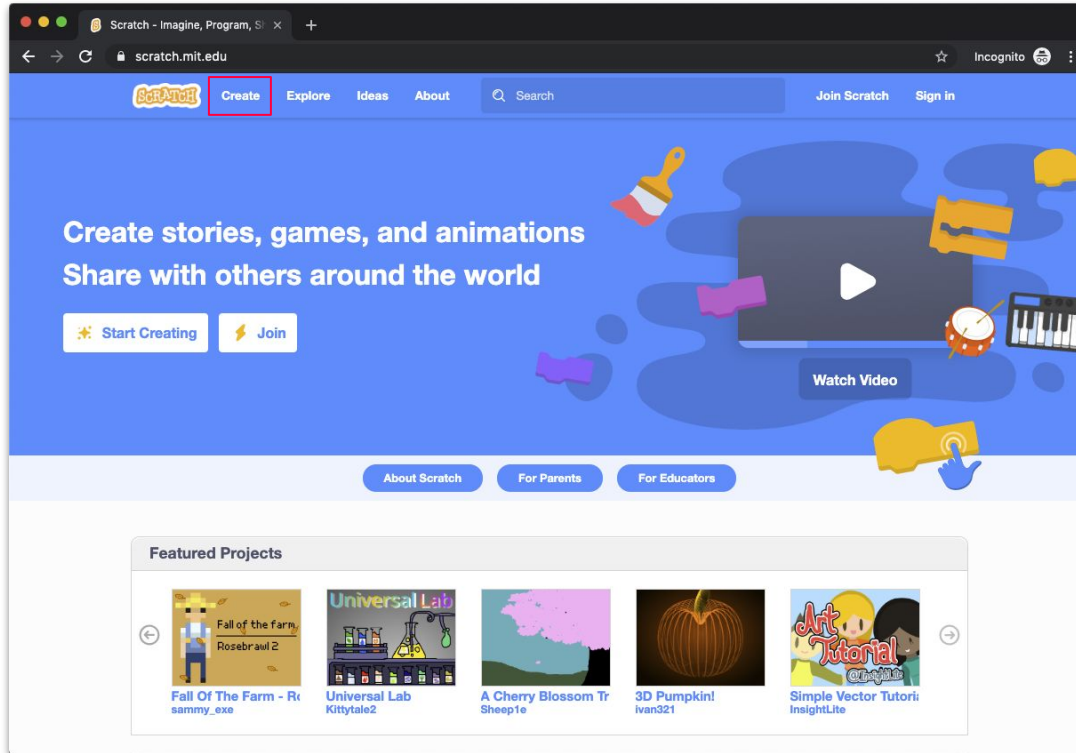
# Module 2: The first Program

CAS Digital Masterclass, June 26<sup>th</sup> 2021  
Jürg Stuker, <https://et.academy>

# What's a Program?



# Open the Development Environment.



- Call in a modern browser [www.scratch.mit.edu](http://www.scratch.mit.edu) (you don't need to login)
- Click on “Create” / “Entwickeln” top left

Let's go 1.

**Scratch shall (on push of a button) say 'Hello World'. And will meow afterwards.**



Let's go 2.

**Scratch shall (on push of a button) say 'Hello World'. And will meow **three times** afterwards.**



Let's go 3.

Have Scratch walk  
endlessly.



Let's go 4.



Have Scratch walk  
endlessly **between two**  
**borders.**

Let's go 5.



Have Scratch count  
(sheep) slowly: 0, 1, 2,  
3, 4...



**Let's go 5b ;)**

**Have Scratch count  
(sheep) slowly: 0, 1, 2, 3,  
4... But don't say if the  
number divides by 7  
without rest.**



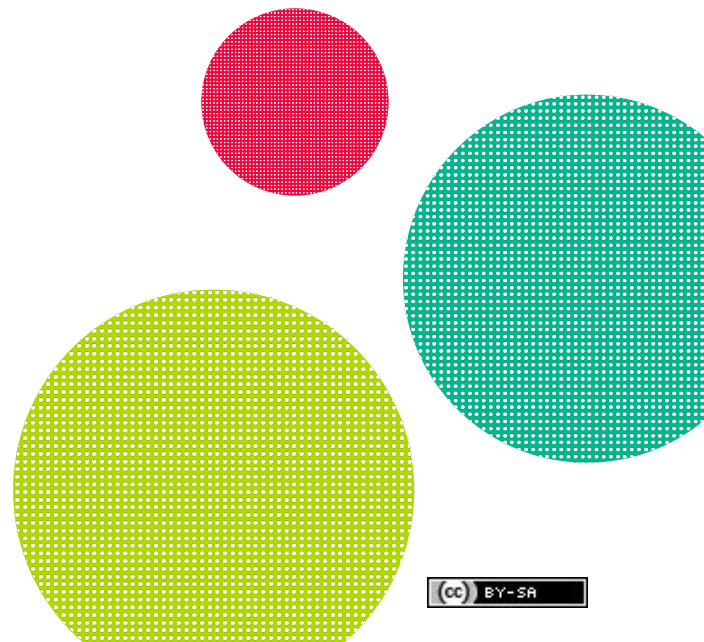
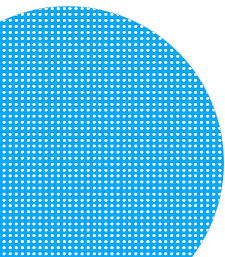
# Wrap up Module 2

Your first programming language

- Scratch

Your first coding experience

- from logic/thinking to code
- trial & error (debugging)
- there's more than one way to skin a cat: what's the better way and why?





 **Executive**

 **Tech**

 **Academy**

Introduction to Computer Science

# Module 2: The first Program

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