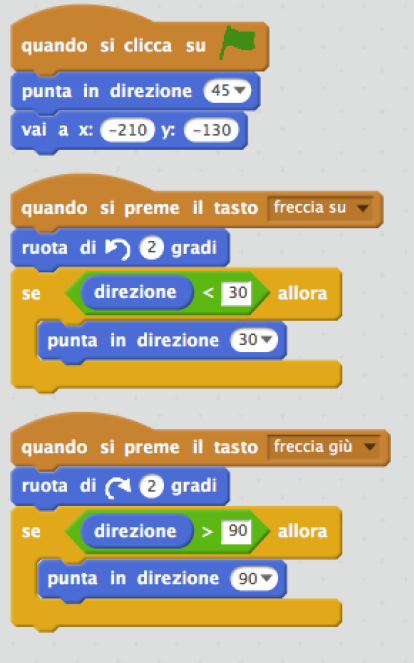
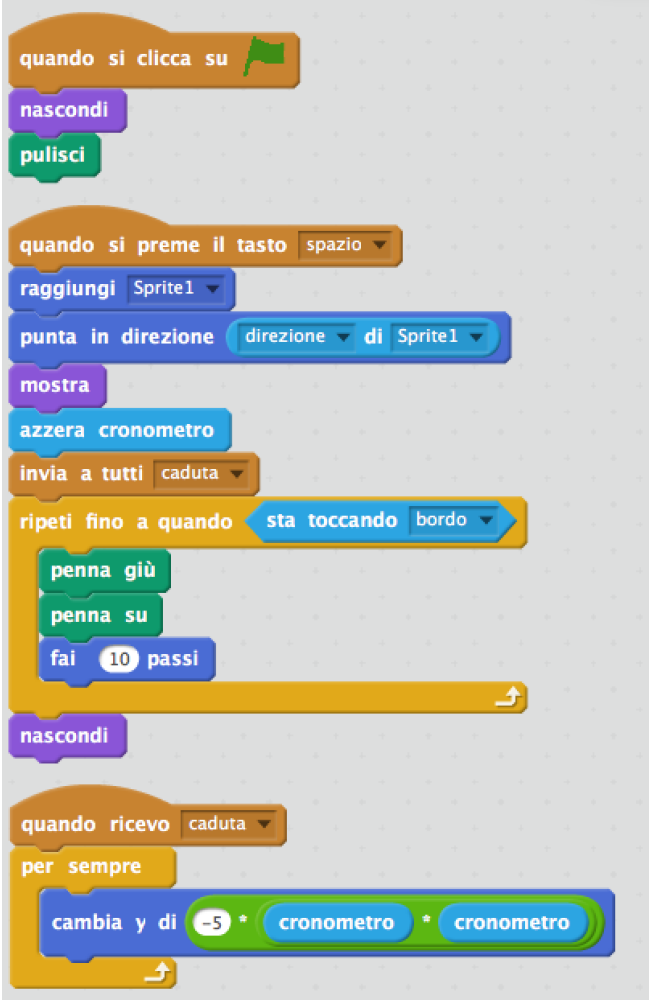


Teniamo il gatto.
Ci servono poi un stella e una mela.

| Gatto | Stella |
|--|--|
|  <p>The code for the cat sprite consists of three event-driven blocks. The first block is triggered by a green flag click and sets the direction to 45 degrees and moves the cat to coordinates (-210, -130). The second block is triggered by the 'up' arrow key and rotates the cat 2 degrees clockwise. If the current direction is less than 30 degrees, it then points the cat in the 30-degree direction. The third block is triggered by the 'down' arrow key and rotates the cat 2 degrees counter-clockwise. If the current direction is greater than 90 degrees, it then points the cat in the 90-degree direction.</p> |  <p>The code for the star sprite is divided into three sections. The first section is triggered by a green flag click and hides the star, then cleans the stage. The second section is triggered by the spacebar and moves the star to the position of 'Sprite1', points it in the same direction as 'Sprite1', shows itself, resets a timer, and sends a 'fall' message to all objects. It then enters a loop that repeats as long as the star is touching the bottom edge of the stage. Inside this loop, it moves down, then up, and takes 10 steps. After the loop, it hides itself. The third section is triggered by receiving the 'fall' message and enters a 'forever' loop that continuously decreases the timer by 5 units multiplied by the current timer value.</p> |

| Mela |
|--|
|  <p>The code for the apple sprite is triggered by a green flag click and enters a 'forever' loop. Inside the loop, it moves to a random position where the x-coordinate is between -120 and 200, and the y-coordinate is between 60 and 100. It then waits for 5 seconds before repeating the process.</p> |