

## Programme

The 'Programme' section contains four sets of code blocks for movement and one loop block. Each movement block starts with a 'when key pressed' trigger, followed by an 'add' block to change the x or y coordinate, and an 'wait' block for 0.1 seconds. The loop block starts with 'when green flag clicked', moves to (-180, -120), sets the size to 45%, and enters an infinite loop where it checks if a black dot is touched, and if so, moves to (-180, -120).

```
when key pressed: flèche droite is pressed
  add 30 to x
  wait 0.1 seconds

when key pressed: flèche gauche is pressed
  add -30 to x
  wait 0.1 seconds

when key pressed: flèche haut is pressed
  add 30 to y
  wait 0.1 seconds

when key pressed: flèche bas is pressed
  add -30 to y
  wait 0.1 seconds

when green flag clicked
  go to x: -180 y: -120
  set size to 45% of original size
  loop indefinitely
    if black dot touched?
      go to x: -180 y: -120
```

## Améliorations 1 et 2

The 'Améliorations 1 et 2' section contains code for a more complex program. It includes four movement blocks similar to the first section, but each includes an 'add 1 to step counter' block before the coordinate change. A separate block starts with 'when green flag clicked', sets the step counter to 0, waits until a red dot is touched, and then says 'BRAVO! C'est gagné.' for 2 seconds.

```
when key pressed: flèche droite is pressed
  add 1 to step counter
  add 30 to x
  wait 0.1 seconds

when key pressed: flèche gauche is pressed
  add 1 to step counter
  add -30 to x
  wait 0.1 seconds

when key pressed: flèche haut is pressed
  add 1 to step counter
  add 30 to y
  wait 0.1 seconds

when key pressed: flèche bas is pressed
  add 1 to step counter
  add -30 to y
  wait 0.1 seconds

when green flag clicked
  set step counter to 0
  wait until red dot touched?
  say BRAVO! C'est gagné. for 2 seconds
```