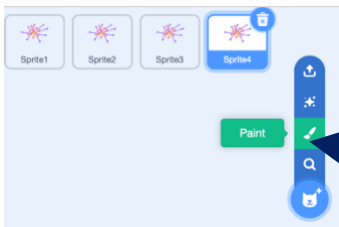
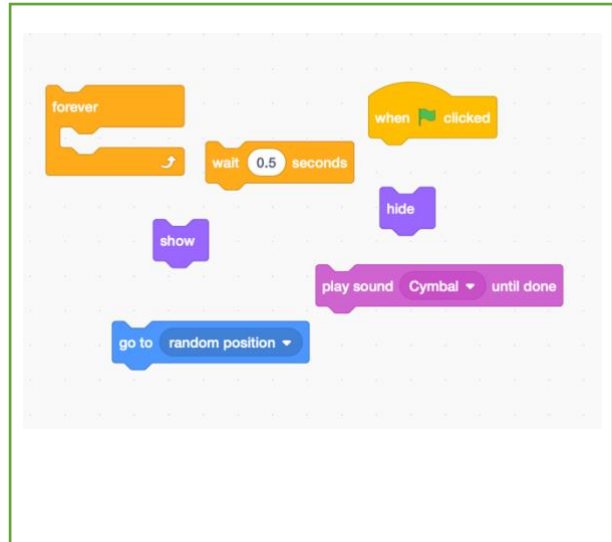


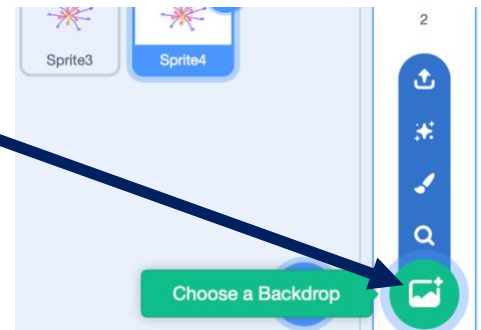
# Coding Fireworks

Task: Make the fireworks show and hide in random positions to create a firework display.

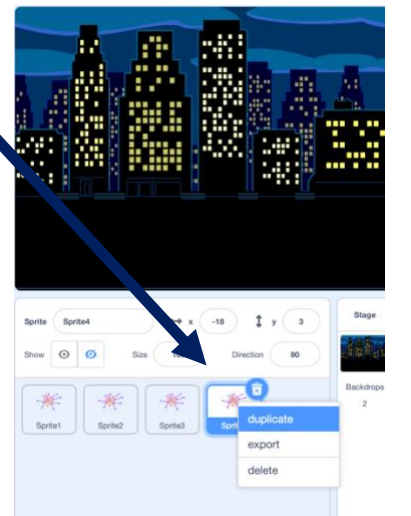
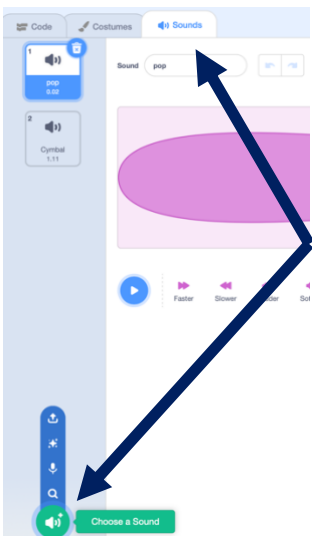
Drag these blocks into scratch and order them in a sequence to create a firework display.



Add a new background.  
Draw a firework sprite and duplicate it.



Remember to change the timings so they pop up at random times.  
Add sounds from scratch or create your own.



Answer:

The image displays the Scratch code editor interface. On the left, a script is written on a grid background:

- when green flag clicked
- forever loop containing:
  - show
  - go to random position
  - wait 0.5 seconds
  - hide
  - play sound Cymbal until done

On the right, the stage is visible with a city night backdrop. Two colorful fireworks are exploding. Below the stage, the sprite control panel shows four sprites: Sprite1, Sprite2, Sprite3, and Sprite4. Sprite4 is selected and highlighted in blue. The properties for Sprite4 are: x: 213, y: 70, Size: 100, and Direction: 90. The Backdrops panel shows 2 backdrops.