CHAPTER 14

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Conclusion

Congratulations on finishing the book! You have created and run a lot of Scratch scripts and by doing so you have learned how to program using the Scratch programming language. Along the way, you also learned about a lot of advanced programming concepts that Scratch and other languages rely on, such as...

- User input

- Variables

- Conditional statements

- Conditions

- Procedures

- Loops

Scratch is a fun and easy way to start learning about programming. Because all of its commands are represented by blocks of code, Scratch eliminates the possibility of making syntax errors—and the headaches of tracking them down and fixing them. Assuming that you followed all the examples and finished all the chapter exercises, you now have...

- A thorough understanding of the Scratch interface.

- The skills to create different types of Scratch projects by executing a variety of actions, such as movement, adding sound, manipulating user input, drawing, and more.

- A solid foundation upon which you can build to create more advanced Scratch projects.

As you continue experimenting with creating Scratch projects, share them with the Scratch community online. By doing so, you can learn from fellow programmers' feedback; but don't forget to also help fellow programmers by giving them feedback, too. When you're at that point that you feel ready to step up to a more advanced programming language, that transition should be easier. Not only will you know how to program with Scratch, you will be familiar with the common programming concepts that you will encounter in those more advanced languages.

Scratch On!