

maximul a trei numere

Partajează


Vezi pagina proiectului

```
when clicked
  ask x= and wait
  set x to answer
  ask y= and wait
  set y to answer
  ask z= and wait
  set z to answer
  if x > y then
    if x > z then
      set max to x
    else
      set max to z
  else
    if y > z then
      set max to y
    else
      set max to z
```

suma a doua fractii

Partajează

Vezi pagina proiectului



The image shows a Scratch script on a grid background. The script starts with a yellow 'when green flag clicked' block. It then asks for the numerator of the first fraction (f1) and the denominator of the first fraction (f2). Next, it asks for the numerator of the second fraction (g1) and the denominator of the second fraction (g2). The script then calculates the common denominator (f2 * g2), the adjusted numerators (f1 * g2 and g1 * f2), and finally the sum of the numerators (f1 + g1).

```
when green flag clicked
  ask "numaratorul primei fracti (f1)=" and wait
  set f1 to answer
  ask "numitorul primei fracti (f2)=" and wait
  set f2 to answer
  ask "numaratorul celei de a doua fractie (g1)=" and wait
  set g1 to answer
  ask "numitorul celei de a doua fractie (g2)=" and wait
  set g2 to answer
  set "baza egala" to f2 * g2
  set f1 to f1 * g2
  set g1 to g1 * f2
  set "suma numaratorilor" to f1 + g1
```

ALGORITMI SIMPLI IN SCRATCH

le suma a n numere Partajează Vezi pagina proiectului

```
when green flag clicked
  set suma to 0
  ask "Cate numere vrei sa aduni?" and wait
  set n to response
  repeat (n)
    ask "Spune, pe rand, fiecare numar." and wait
    set x to response
    set suma to suma + x
  end repeat
  say "felicitari!!! tocmai ai adunat " + n + " numere" for 2 sec
  say "Suma lor este " + suma for 2 sec
```

The image shows a Scratch script on a grid background. The script starts with a 'when green flag clicked' event block. It then sets a variable named 'suma' to 0. Next, it asks the user 'Cate numere vrei sa aduni?' and waits for a response. The response is stored in a variable named 'n'. A 'repeat' loop is used to iterate 'n' times. Inside the loop, it asks the user 'Spune, pe rand, fiecare numar.' and waits for a response, which is stored in a variable named 'x'. Then, it updates the 'suma' variable by adding 'x' to it. After the loop ends, it says 'felicitari!!! tocmai ai adunat ' + n + ' numere' for 2 seconds. Finally, it says 'Suma lor este ' + suma for 2 seconds.

C.M.M.D.C

Partajează

Vezi pagina proiectului

```
whenClicked:
  ask a= and wait
  set a to response
  ask b= and wait
  set b to response
  repeat while a = b
  if a > b then
    set a to a - b
  else
    set b to b - a
  set C.M.M.D.C to a
  say alături C.M.M.D.C este C.M.M.D.C pentru 1.05 secunde
  if C.M.M.D.C = 1 then
    say Numerele sunt prime între ele. pentru 3 secunde
```

The image shows a Scratch script for calculating the Greatest Common Divisor (C.M.M.D.C) of two numbers. The script starts with a 'when clicked' event, followed by two 'ask and wait' blocks to get input for variables 'a' and 'b'. These inputs are then stored in 'a' and 'b' using 'set to response' blocks. A 'repeat while' loop is used to find the GCD, with the condition 'a = b'. Inside the loop, an 'if' block checks if 'a > b'. If true, 'a' is set to 'a - b'. If false, 'b' is set to 'b - a'. After the loop, 'C.M.M.D.C' is set to the value of 'a'. A 'say' block displays the result: 'alături C.M.M.D.C este C.M.M.D.C' for 1.05 seconds. Finally, another 'if' block checks if 'C.M.M.D.C = 1'. If true, a 'say' block displays 'Numerele sunt prime între ele.' for 3 seconds.

ALGORITMI SIMPLI IN SCRATCH

C.M.M.D.C (euclid) [impart... Partajează Vezi pagina proiectului

The image shows a Scratch script for calculating the Greatest Common Divisor (G.C.M.D.C) using Euclid's algorithm. The script is as follows:

```
when clicked on the green flag  
ask a= and wait  
set a to response  
ask b= and wait  
set b to response  
if b > a then  
  set aux to b  
  set b to a  
  set a to aux  
repeat until b = 0  
  set rest to a mod b  
  set a to b  
  set b to rest  
set C.M.M.D.C to a  
say "C.M.M.D.C, aflat prin impartire, este C.M.M.D.C" for 3 seconds
```

The script starts with a 'when clicked on the green flag' event. It then asks the user for two numbers, 'a' and 'b', and stores their responses in variables. A conditional block checks if 'b' is greater than 'a'. If true, it swaps the values of 'a' and 'b' using a temporary variable 'aux'. A 'repeat until' loop then runs as long as 'b' is not equal to 0. Inside the loop, 'rest' is calculated as 'a mod b', 'a' is set to 'b', and 'b' is set to 'rest'. After the loop, the value of 'a' is stored in a variable named 'C.M.M.D.C'. Finally, a 'say' block displays the result: 'C.M.M.D.C, aflat prin impartire, este C.M.M.D.C' for 3 seconds.