

Klasa 5a, b, c, d INFORMATYKA

Termin: 08.06. – 10.06.

Temat: Nauka programowania – code.org.

1. Moi drodzy. Proszę przejść do strony - <https://studio.code.org/s/course3> i rozwiązać zadania od 1 do 9 z lekcji nr 12 Farmer: Pętla dopóki.
- 2.

The screenshot displays the Code.org 'Farmer' lesson interface. At the top, the title 'Etap 12: Farmer: Pętla "dopóki" (while)' is visible, along with a progress indicator showing '6' out of 6 steps. The main area is divided into two sections: a game view on the left and a block-based programming editor on the right. The game view shows a character on a dirt path with a question mark, and buttons for 'Uruchom' (Run) and 'Krok' (Step). The programming editor shows a sequence of blocks: 'idź do przodu' (move forward), 'skręć w lewo' (turn left), 'skręć w prawo' (turn right), 'usuń 1' (remove 1), 'wypełnij 1' (fill 1), 'powtarzaj ??? razy wykonaj' (repeat ??? times), and 'dopóki jest tam sterta wykonaj' (while there is dirt). A 'po uruchomieniu' (after running) block is also visible. The interface includes a 'Zaloguj się' (Log in) button and a 'WIECEJ' (More) button in the top right corner.