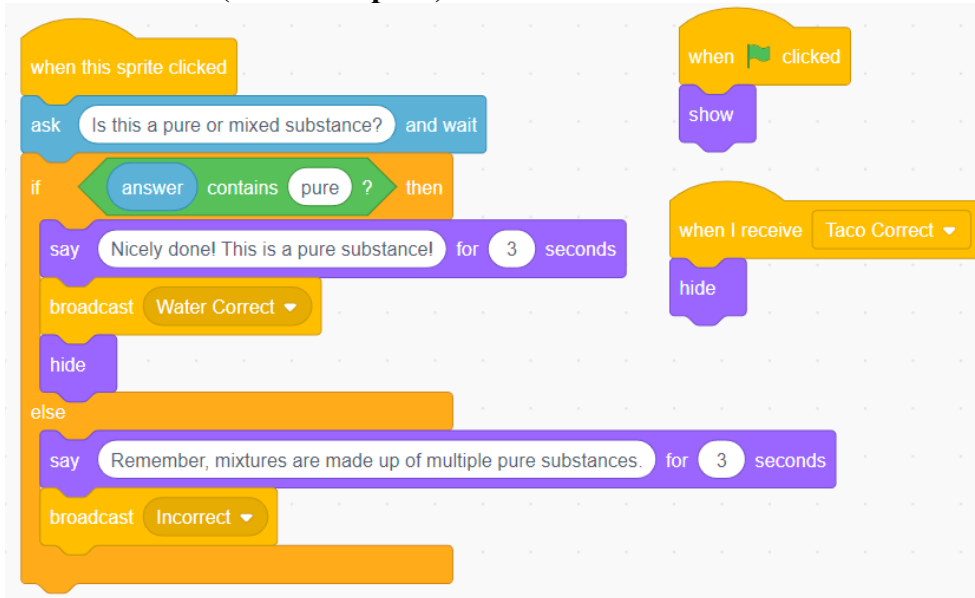


Substances pures et mélanges dans le code	Substances pures et mélanges – 7 ^e année
Document de solutions	

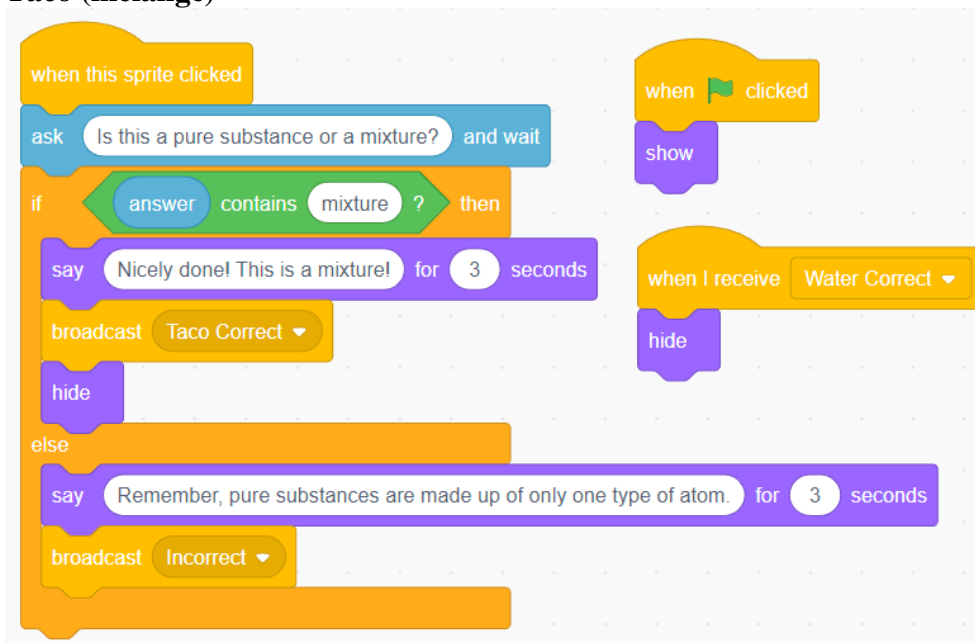
Voici le lien vers un programme qui a été terminé : <https://scratch.mit.edu/projects/722945837>

Un verre d'eau (substance pure)



The Scratch code for 'Un verre d'eau (substance pure)' consists of two main scripts. The first script, 'when this sprite clicked', asks the user 'Is this a pure or mixed substance? and wait'. It then uses an 'if' block to check if the answer contains the word 'pure'. If true, it says 'Nicely done! This is a pure substance!' for 3 seconds, broadcasts 'Water Correct', and hides. If false, it says 'Remember, mixtures are made up of multiple pure substances.' for 3 seconds and broadcasts 'Incorrect'. The second script, 'when green flag clicked', shows the sprite and then hides it when it receives the 'Taco Correct' broadcast.

Taco (mélange)



The Scratch code for 'Taco (mélange)' consists of two main scripts. The first script, 'when this sprite clicked', asks the user 'Is this a pure substance or a mixture? and wait'. It then uses an 'if' block to check if the answer contains the word 'mixture'. If true, it says 'Nicely done! This is a mixture!' for 3 seconds, broadcasts 'Taco Correct', and hides. If false, it says 'Remember, pure substances are made up of only one type of atom.' for 3 seconds and broadcasts 'Incorrect'. The second script, 'when green flag clicked', shows the sprite and then hides it when it receives the 'Water Correct' broadcast.

Lait (mélange)

The code for 'Lait (mélange)' consists of two scripts. The first script, triggered by 'when this sprite clicked', asks the user 'Is this a pure substance or a mixture?' and waits for an answer. It then uses an 'if' block to check if the answer contains the word 'mixture'. If true, it says 'Nicely done! This is a mixture!' for 3 seconds, broadcasts 'Correct', and hides the sprite. If false, it says 'Remember, pure substances are made up of only one type of atom.' for 3 seconds and broadcasts 'Incorrect'. The second script, triggered by 'when green flag clicked', hides the sprite and enters a 'forever' loop. Inside the loop, it checks if key '9' is pressed. If true, it shows the sprite.

Gâteau (mélange)

The code for 'Gâteau (mélange)' is identical to the code for 'Lait (mélange)'. It features two scripts: one for handling user input and feedback based on the answer to 'Is this a pure substance or a mixture?', and another for a 'forever' loop that shows the sprite when key '9' is pressed.

Or (substance pure)

The code consists of two scripts. The first script, 'when this sprite clicked', asks the user 'Is this a pure substance or a mixture?' and waits for an answer. It then uses an 'if' block to check if the answer contains the word 'pure'. If true, it says 'Nicely done! This is a pure substance' for 3 seconds, broadcasts 'Correct', and hides the sprite. If false, it says 'Remember, mixtures are made up of multiple pure substances.' for 3 seconds and broadcasts 'Incorrect'. The second script, 'when clicked', hides the sprite and enters a 'forever' loop that checks if the key '9' is pressed. If pressed, it shows the sprite.

Sucre (substance pure)

The code is identical to the one above. It features two scripts: one for handling the initial click and providing feedback based on the user's answer, and another for toggling the sprite's visibility when the key '9' is pressed.