

## ACF II - Code.org - coursef-2019/stage/2

Aulas passadas:

[ACF II - Code.org - coursef-2019\\_stage\\_1.pdf](#)

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Objetivo: Completar da fase 1 (vídeo) até a fase 9.

[https://studio.code.org/s/coursef-2019/stage/2/puzzle/1?section\\_id=2830758](https://studio.code.org/s/coursef-2019/stage/2/puzzle/1?section_id=2830758)

The screenshot shows the Code.org Studio interface for a puzzle titled "Fase 2: Peixe nadando com o Sprite Lab". The interface is in Portuguese. At the top, there are navigation buttons for "Compartilhar" and "Remix", and a progress indicator showing 2 out of 9 steps. The main area is divided into three sections: "Instruções", "Apenas visualizar:", and a code editor. The "Instruções" section contains the text: "\*\* Faça uma previsão \*\*: O que você acha que acontecerá quando você executar este código?". A red arrow points to a large empty text box below the instructions. The "Apenas visualizar:" section shows a preview of a fish sprite. The code editor contains the following blocks: "quando executar" (when green flag clicked), "criar novo elemento em (300, 99)" (create new element at (300, 99)), "sprite começa a tumbling" (sprite starts tumbling), and "sprite" (sprite). The bottom of the screen shows the Windows taskbar with the time 17:55.

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Minha resposta como exemplo da fase 2

The screenshot displays the Code.org interface for the 'Fase 2: Peixe nadando com o Sprite Lab' challenge. The browser address bar shows the URL `studio.code.org/s/coursef-2019/stage/2/puzzle/2`. The page title is 'Fase 2: Peixe nadando com o Sprite Lab' with a sub-header 'Salvo há 3 minutos'. The interface includes a 'Compartilhar' (Share) button, a 'Remix' button, and a user profile 'Oswaldo'. The main content area is divided into three sections: 'Instruções' (Instructions), a canvas, and a code editor.

**Instruções:** The instructions section contains the text: **\*\* Faça uma previsão \*\*:** O que você acha que acontecerá quando você executar este código? A bola de feijoão vai rolar.

**Canvas:** The canvas area shows a fish sprite on a white background. A red arrow points to the canvas area. Below the canvas is an 'Executar' (Run) button.

**Código:** The code editor shows a script with the following blocks:

- quando executar** (when green flag clicked)
- criar novo elemento em (300, 99)** (create new element at x=300, y=99)
- sprite começa a tumbling** (sprite starts tumbling)

The interface also includes a 'Mostrar código' (Show code) button and a 'Histórico de Versões' (Version history) button. The bottom of the screen shows the Windows taskbar with the time 17:48.

