

# Four Squares

The image displays the Scratch development environment. On the left, a coordinate grid is shown with the origin (0,0) at the center. The x-axis ranges from -240 to 240, and the y-axis ranges from -180 to 180. A small cat sprite is positioned at approximately (96, 121). The 'Sprites' panel shows 'Sprite1' selected. The 'Scripts' panel contains the following code:

```
when green flag clicked
  set size to 20 %
  go to x: -100 y: 100
  repeat 4
    pen down
    move 50 steps
    turn 90 degrees
    pen up
  go to x: 100 y: 100
  repeat 4
    pen down
    move 50 steps
    turn 90 degrees
    pen up
  go to x: -100 y: -100
  repeat 4
    pen down
    move 50 steps
    turn 90 degrees
    pen up
  go to x: 100 y: -100
  repeat 4
    pen down
    move 50 steps
    turn 90 degrees
    pen up
```

The 'Motion' panel shows the following code:

```
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards mouse-pointer
go to x: 100 y: -100
go to mouse-pointer
glide 1 secs to x: 100 y: -100
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
```

The 'Events' panel shows the following code:

```
when space key pressed
  clear
```