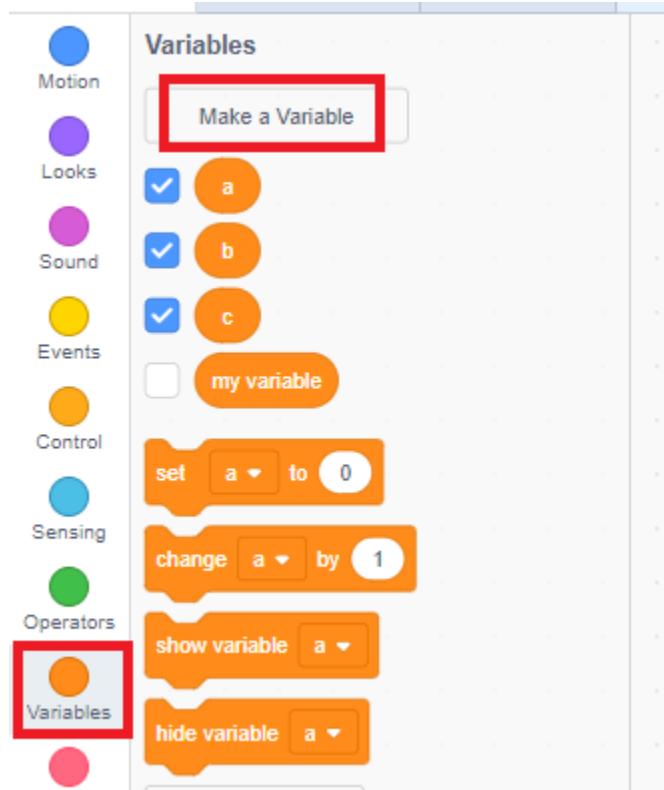


Right Angled Triangle Theorem in Scratch

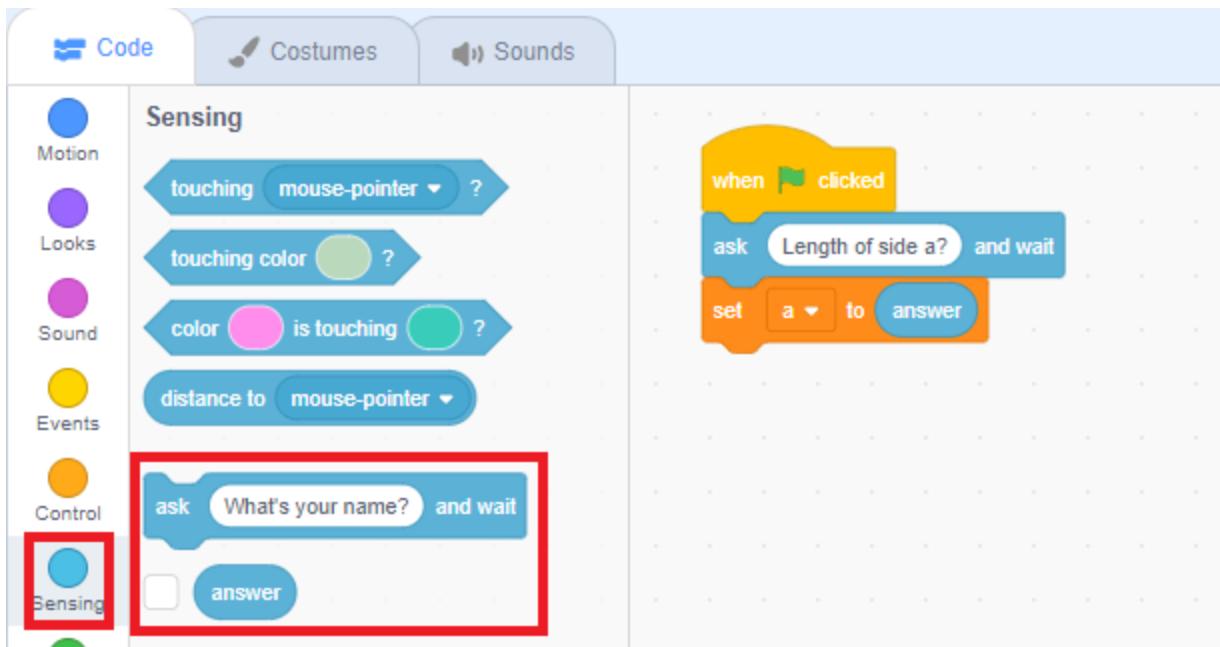
Log on to scratch. <https://scratch.mit.edu/projects/editor/?tutorial=getStarted>

If you SIGN IN (use your school account) then you can save your work.

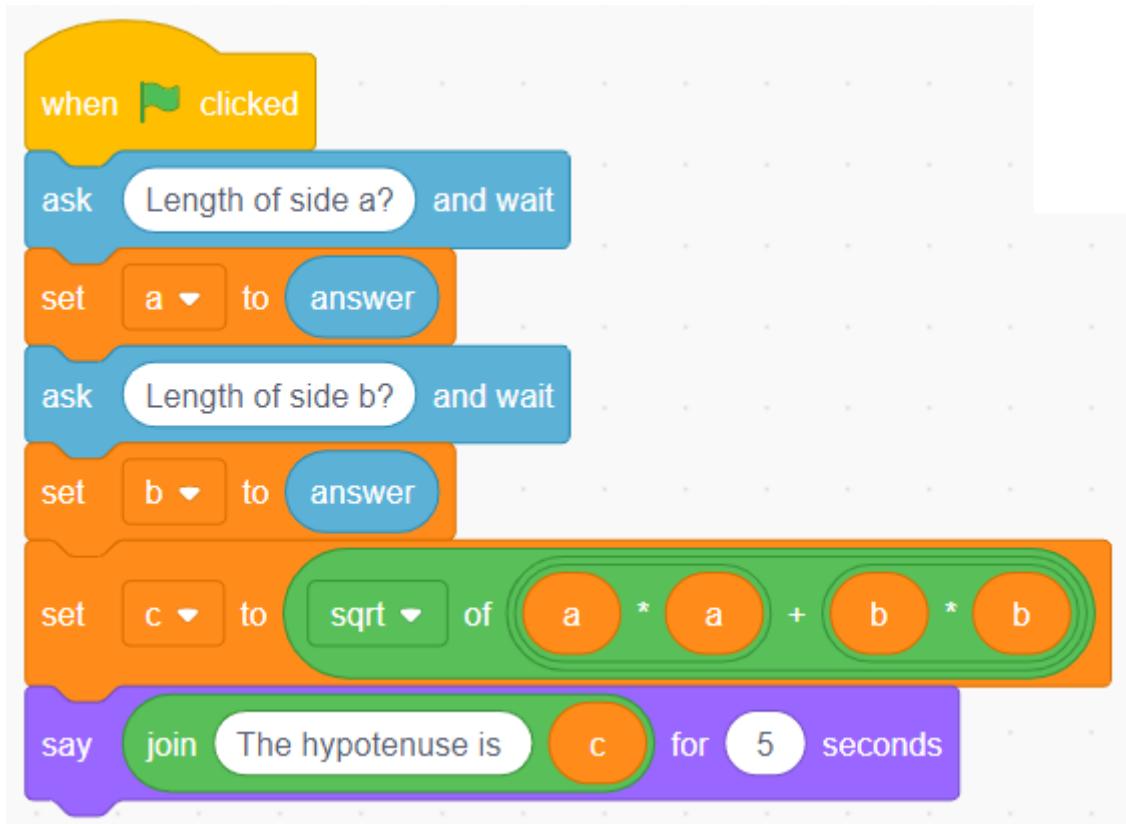
First, make three variables:



Then, build up two questions. They are made using the say block.



The entire code is:



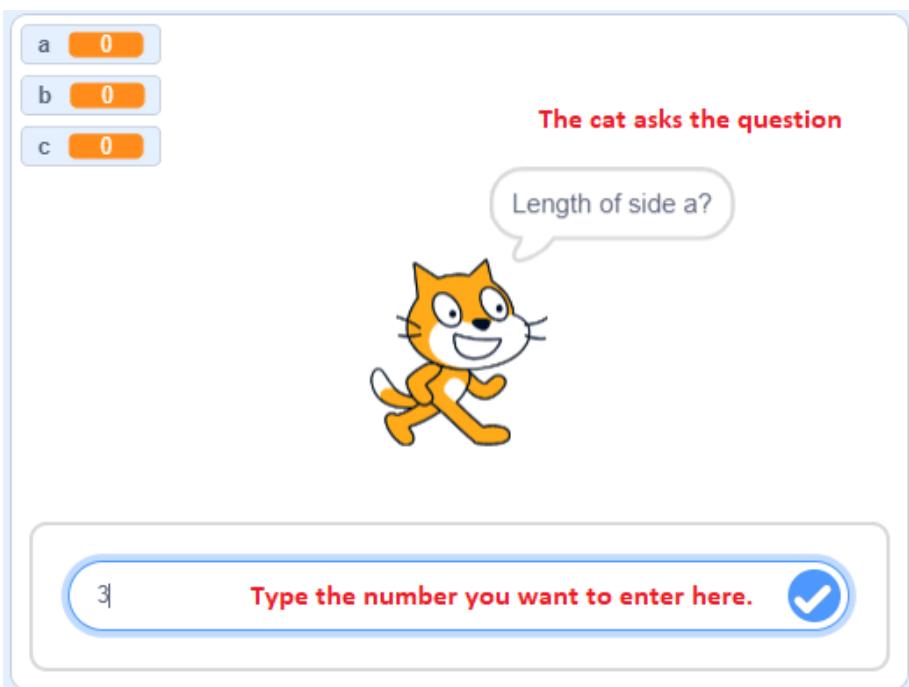
```
when green flag clicked
  ask [Length of side a?] and wait
  set [a] to [answer]
  ask [Length of side b?] and wait
  set [b] to [answer]
  set [c] to [sqrt of (a * a) + (b * b)]
  say [join [The hypotenuse is] [c] [for] [5] [seconds]]
```

The Scratch script starts with a 'when green flag clicked' hat block. It then asks for the length of side 'a' and waits for a response. It sets 'a' to the answer. It asks for the length of side 'b' and waits for a response. It sets 'b' to the answer. It then uses a green 'math' block to calculate the square root of the sum of the squares of 'a' and 'b', and sets 'c' to this value. Finally, it says 'The hypotenuse is' followed by 'c' and 'for 5 seconds'.

Run your code by clicking on the flag:



When you run the code, it will look like this:



a 3
b 0
c 0

Cat asks the second question

Length of side b?



4

Type in your second answer here



a 3
b 4
c 5

Cat says the answer it calculated

The hypotenuse is 5



Test your program with some of the numbers you have calculated.

Take a screen snapshot for your scratch file.