

Scratch Desktop

File Edit Tutorials EUCLIDEAN'S ALGORTH...

Code Costumes Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 188 y: 14
- glide 1 secs to random position
- glide 1 secs to x: 188 y: 14
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to 188

Code

```
when clicked
ask Enter any number and wait
set A to answer
ask Enter another number and wait
set B to answer
if A > B then
  set N to A
  set M to B
  set R to 1
else
  set N to B
  set M to A
  set R to 1
repeat until R = 0
  set R to N mod M
  if R = 0 then
    say M
```

Stage

M 1
B 71
A 41
R 0
answer

Enter any number

1

The cat randomly generates inputs while the girl asks the user for input

Sprite Abby x: 188 y: 14

Show Size 70 Direction 90

Sprite1 Beetle Abby

Backdrops 1

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Looks

Sound

Events

Control

Sensing

Operators

Variables

My Blocks

```
set N to A
set M to B
set R to 1
else
  set N to B
  set M to A
  set R to 1
repeat until R = 0
  set R to N mod M
  if R = 0 then
    say M
  else
    set N to M
    set M to R
```

M 1
B 71
A 41
R 0
answer

Enter any number

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Stage Backdrops 1

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