

In Computing, we used Scratch to program a car to move around a track. We also added a time limit. Some of us managed to program it so that when the car is on the track, we gain a point and when it leaves the track, we lose points.



```

when up arrow key pressed
  move 10 steps
  point in direction 0

when d key pressed
  pen down

when down arrow key pressed
  move 10 steps
  point in direction 180

when u key pressed
  pen up

when right arrow key pressed
  move 10 steps
  point in direction 90

when left arrow key pressed
  move 10 steps
  point in direction 270

when clicked
  clear
  go to x: -227 y: -59
  
```

```

when t key pressed
  repeat until time = 0
    wait 1 secs
    set time to 0
  
```

```

when clicked
  forever if color is touching ?
    change score by 1

when clicked
  forever if color is touching ?
    change score by -1
  
```

```

when d key pressed
  pen down

when u key pressed
  pen up

when clicked
  clear
  go to x: -227 y: -59
  
```

```

when up arrow key pressed
  move 10 steps
  point in direction 0

when d key pressed
  pen down

when down arrow key pressed
  move 10 steps
  point in direction 180

when u key pressed
  pen up
  
```

```

when clicked
  set time to 0
  set score to 0
  repeat until time = 0
    change score by 1
    wait 1 secs
  
```