ALGORITHM WITH SELECTION

Task 1:

Create scratch program with the help of given algorithm.

Algorithm 1	
Step	**Instruction**
❶	Start program when sprite is clicked
❷	Go to a random position
❸	3.1 If sprite is touching the edge of the screen, then
	3.1.1 Switch to the next costume
❹	Stop program

Task 2:

Create scratch program with the help of given algorithm.

Algorithm 2	
Step	**Instruction**
❶	Start program when sprite is clicked
❷	Go to a random position
❸	3.1 If sprite is touching the edge of the screen, then
	3.1.1 Switch to the next costume
	3.1.2 Say 'Hello' for 2 seconds
	3.1.3 Turn 45˚ to the right
❹	Stop program

EXTENSION TASK:

Create a football game in scratch on the basis of following conditions.

- Match will be played between two teams.

- The team which scores three (3) goals first will be selected as winner.

- Download any Qatari and Saudi Arabia team's player from the internet and use them as your sprite.

- Teams will be Qatar and Saudi Arabia.