

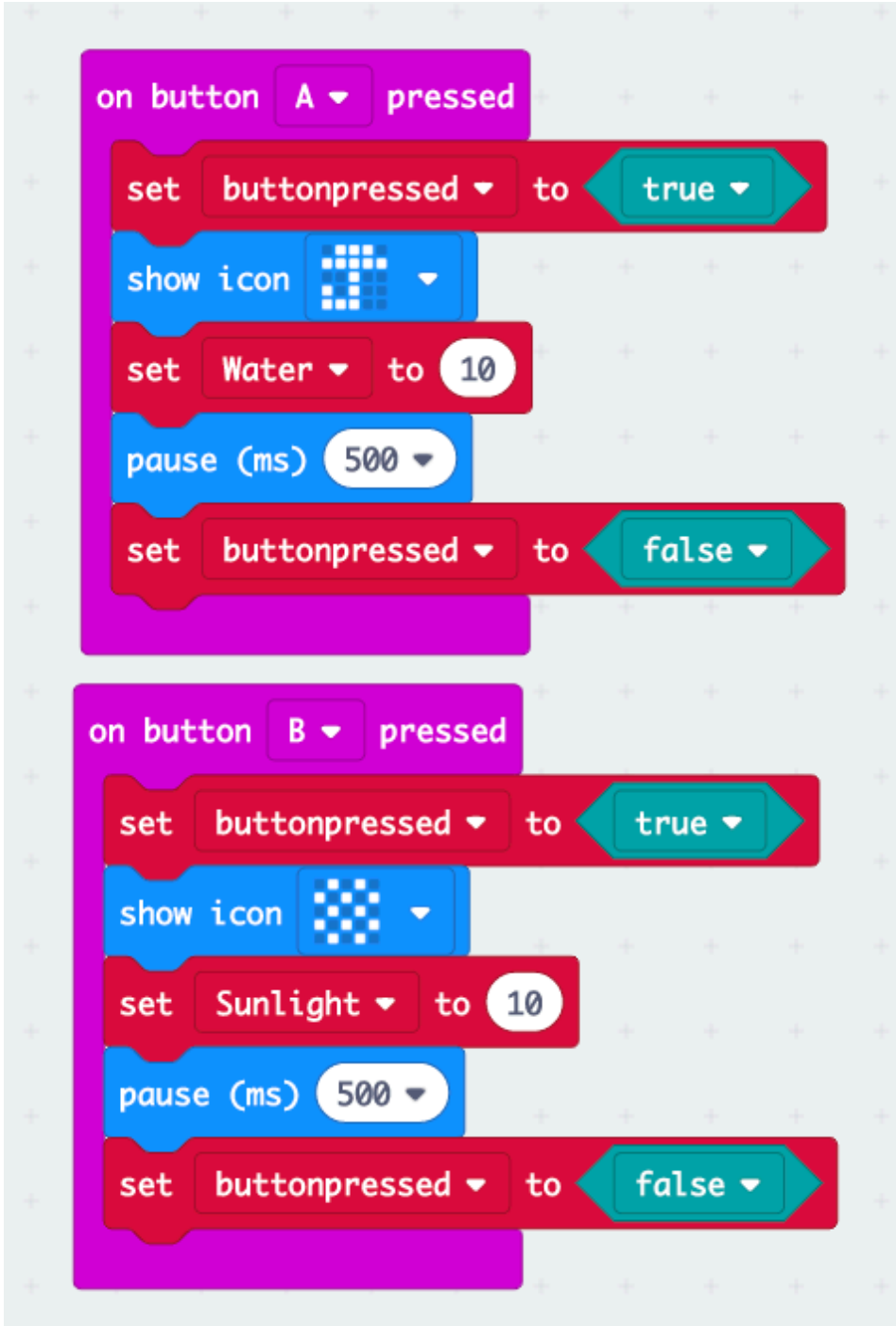
Digital Garden –Student Coding Sheet.

```
on start
  set Sunlight to 10
  set Water to 10
```

```
forever
  if buttonpressed = false then
    if Water >= 10 and Sunlight >= 10 then
      show leds
    else if Water >= 6 and Sunlight >= 6 then
      show leds
```

```
else if Water >= 4 and Sunlight >= 4 then  
  show leds  
else if Water >= 2 and Sunlight >= 2 then  
  show leds  
else  
  show icon
```

```
change Water by pick random 0 to -3  
change Counter by 1  
if Counter = 5 then  
  change Sunlight by pick random 0 to -3  
  set Counter to 0  
  pause (ms) 3000
```



The image shows two Scratch event scripts. The first script, triggered by 'on button A pressed', contains five blocks: 'set buttonpressed to true', 'show icon' (with a 4x4 grid icon), 'set Water to 10', 'pause (ms) 500', and 'set buttonpressed to false'. The second script, triggered by 'on button B pressed', contains five blocks: 'set buttonpressed to true', 'show icon' (with a 4x4 grid icon), 'set Sunlight to 10', 'pause (ms) 500', and 'set buttonpressed to false'.

```
on button A pressed
  set buttonpressed to true
  show icon [4x4 grid]
  set Water to 10
  pause (ms) 500
  set buttonpressed to false

on button B pressed
  set buttonpressed to true
  show icon [4x4 grid]
  set Sunlight to 10
  pause (ms) 500
  set buttonpressed to false
```