Computer Programming - Branching Commands in SCRATCH -Practice
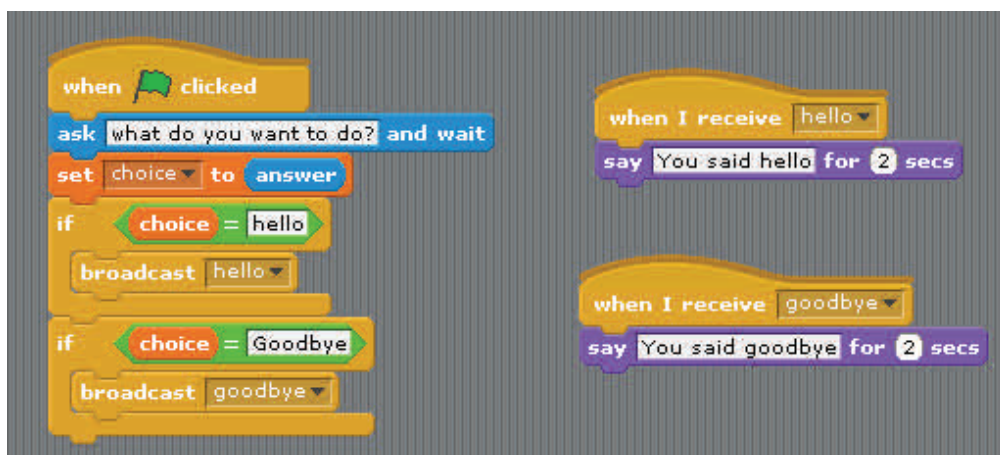
This coding from the previous worksheet has been provided as a reminder of possible formatting.

1. Create a program which asks the user to input two different numbers and which asks them if they wish to add, subtract, multiply or divide. Create four different sub-routines (branches) using *When I receive* blocks. Depending upon what has been received, the sub-routines will tell the user what type of calculation was requested and then do the calculation, displaying the answer. Test the program fully and, when you are happy it is working, save it as Branching1.

2. Create a program which ask the user what they want to do. When they input the word random, the program goes to a sub-routine and does the following:

   Tells the user they entered the word random
   Asks for the lowest and highest numbers for the random range
   Tells the user the random number which has been generated
   Test the program a few times. When you are sure that it works, save it as Branching2

3. Further Challenge. This command block will test to see if the variable in the left hand place holder is smaller than the variable in the right hand place holder. Add to the program you saved as Branching2 so that the user can enter the word *Test*, as well as random. (Test will mean test to see if one number is smaller than the other).
   Add a second sub-routine which will run if the word *Test* is broadcast. Use the operator above to test if the number is smaller or larger. You will have to use the *If-Else* command block. Once you have tested the program and are happy it works, save it as Branching 3.