

The image shows the Scratch environment. On the left is the code editor with the following blocks:

- When clicked: Go to x: -70, y: 0; Set liczba_prob to 1; Say "Cześć! Zgadnij liczbę od 1 do 100!" for 2 seconds; Ask "Podaj liczbę" and wait; Zgadnywanie: guess a number from 1 to 100.
- Define Zgadnywanie: guess = los; Repeat until: answer = los; If answer > los: say "Za duża!" for 2 seconds; Else: say "Za mała!" for 2 seconds; Move 50 steps; Ask "Podaj liczbę" and wait; Change liczba_prob by 1.

On the right is the stage view showing a wizard character in front of a red house. A speech bubble says "Podaj liczbę". A text input field is visible. The wizard's position is x: -70, y: 0. The scene is titled "Scena" and contains "Tła 7".

Utwórz blok

The dialog shows a red "zgadywanie" block with a "los" input field. A trash icon is above the block.

Dodaj dane wejściowe
liczba lub tekst

Dodaj dane wejściowe
Boolean

Dodaj etykietę

Wykonaj bez odświeżania ekranu

Anuluj

OK