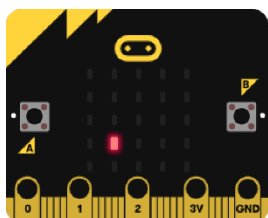


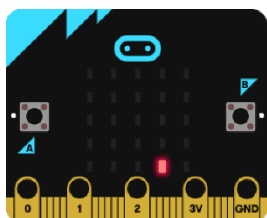
Kretanje sprite-a po zaslonu – radni listić

Zadatak 1

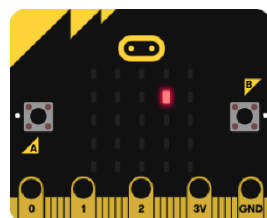
Za svaku sliku napiši poziciju sprite-a na zaslonu micro:bita.



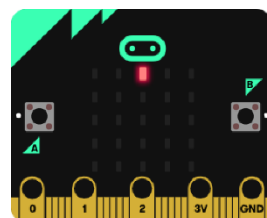
(X: ,Y:)



(X: ,Y:)



(X: ,Y:)



(X: ,Y:)

Zadatak 2

Kako se zove kategorija naredbi u kojoj se nalazi naredba create sprite?

- Variables
- Basic
- Game
- Led

Zadatak 3

Izradi program prema predlošku. Kako se kreće sprite na zaslonu micro:bita? Odaberi točan odgovor.

```

on start
  set sprite to create sprite at x: 2 y: 2
  sprite turn right by (°) 90

forever
  sprite move by 1
  sprite if on edge, bounce
  pause (ms) 200
  
```

- lijevo – desno
- po dijagonali (od ugla do ugla)
- gore – dolje
- u obliku trokuta