

Name Announce



The wizard shows that text input and output is truly magical.

Code It

Name Announce is a simple text handling program in which the user inputs a name, and the program joins another text phrase with the name.

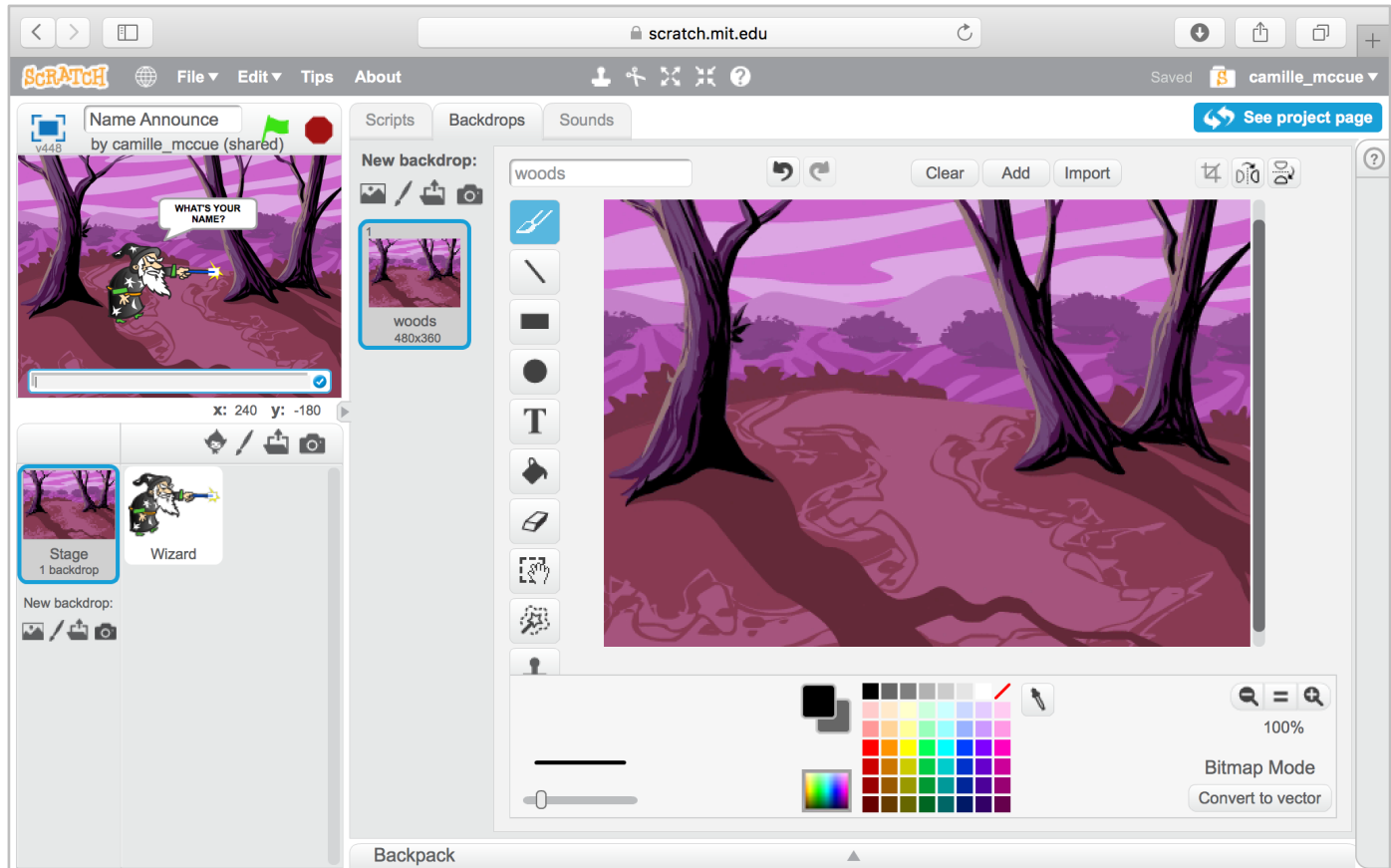
Add a background and one sprite, a character who will serve as your announcer. Add a script to the sprite that asks the user a *question*, "What's your name?" The *question* code is paired with an *answer* variable: any text typed by the user is stored in *answer*. The program then uses a *join* command to concatenate (put together) a text phrase and the answer. Note that you may need to add a space following your text phrase. The sprite announces the joined text to the user.

Play It

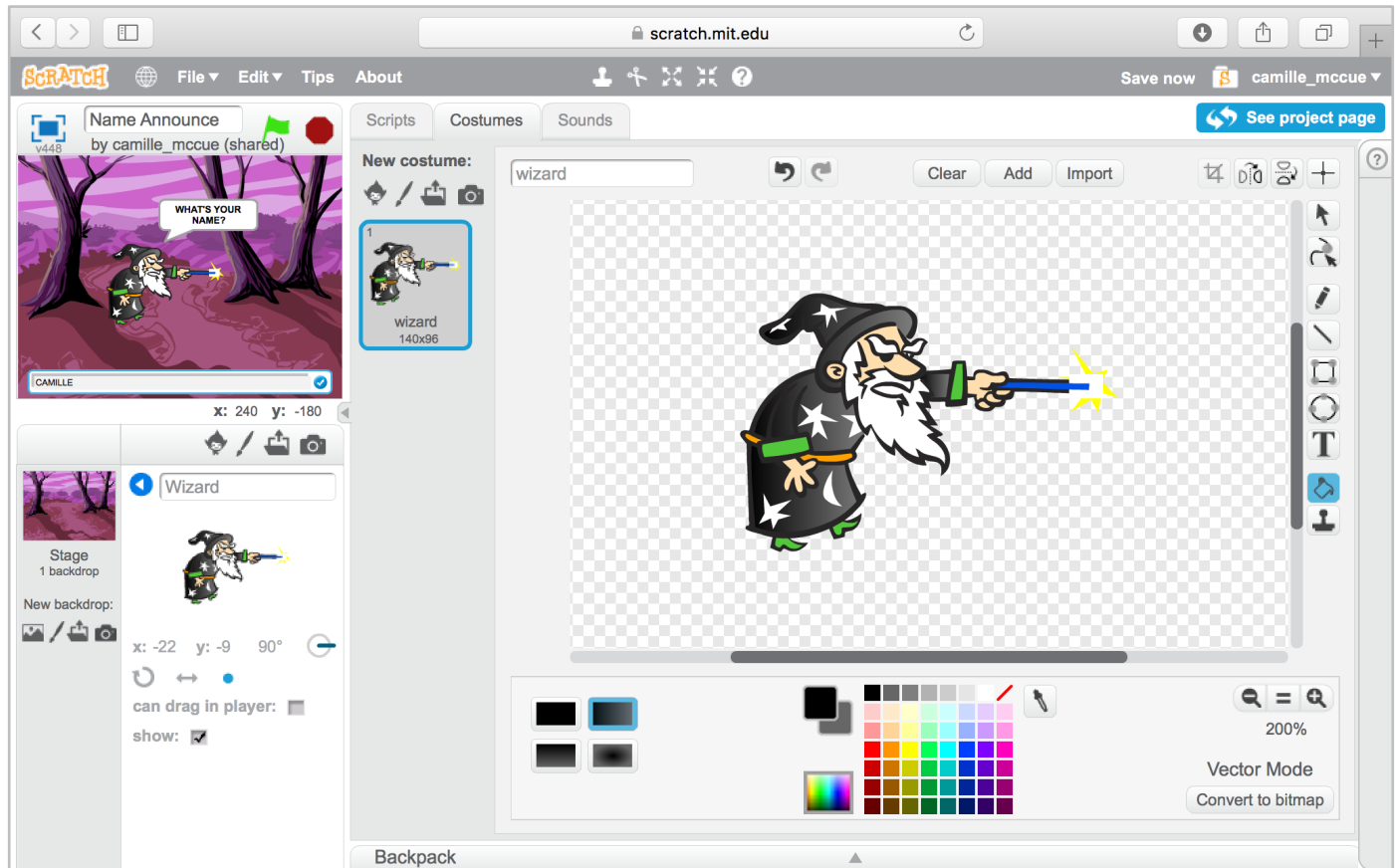
Start the action with the green flag.

Name Announce

Stage – Backdrop



Wizard Sprite – Costume



Name Announce

Wizard Sprite – Script

The screenshot displays the Scratch IDE interface for a project titled "Name Announce" by camille_mccue. The stage features a purple forest backdrop and a Wizard sprite. A speech bubble above the wizard says "HELLO CAMILLE". The script area on the right contains the following code blocks:

- when green flag clicked
- ask WHAT'S YOUR NAME? and wait
- say join HELLO answer
- think Hmm...
- think Hmm... for 2 secs
- say Hello!
- say Hello! for 2 secs
- switch costume to wizard
- next costume
- switch backdrop to woods
- change color effect by 25
- set color effect to 0
- clear graphic effects
- change size by 10

The stage shows the Wizard sprite with a speech bubble saying "HELLO CAMILLE". The stage coordinates are x: 72, y: -160. The stage backdrop is "Stage 1 backdrop" and the sprite is "Wizard". The stage also shows "New backdrop:" options.

Extend It

Use multiple join codes to concatenate several text phrases with *answer*.

You may also want to add mysterious music to the stage, or add a constant *change color effect* code to the stage to add interest.