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.
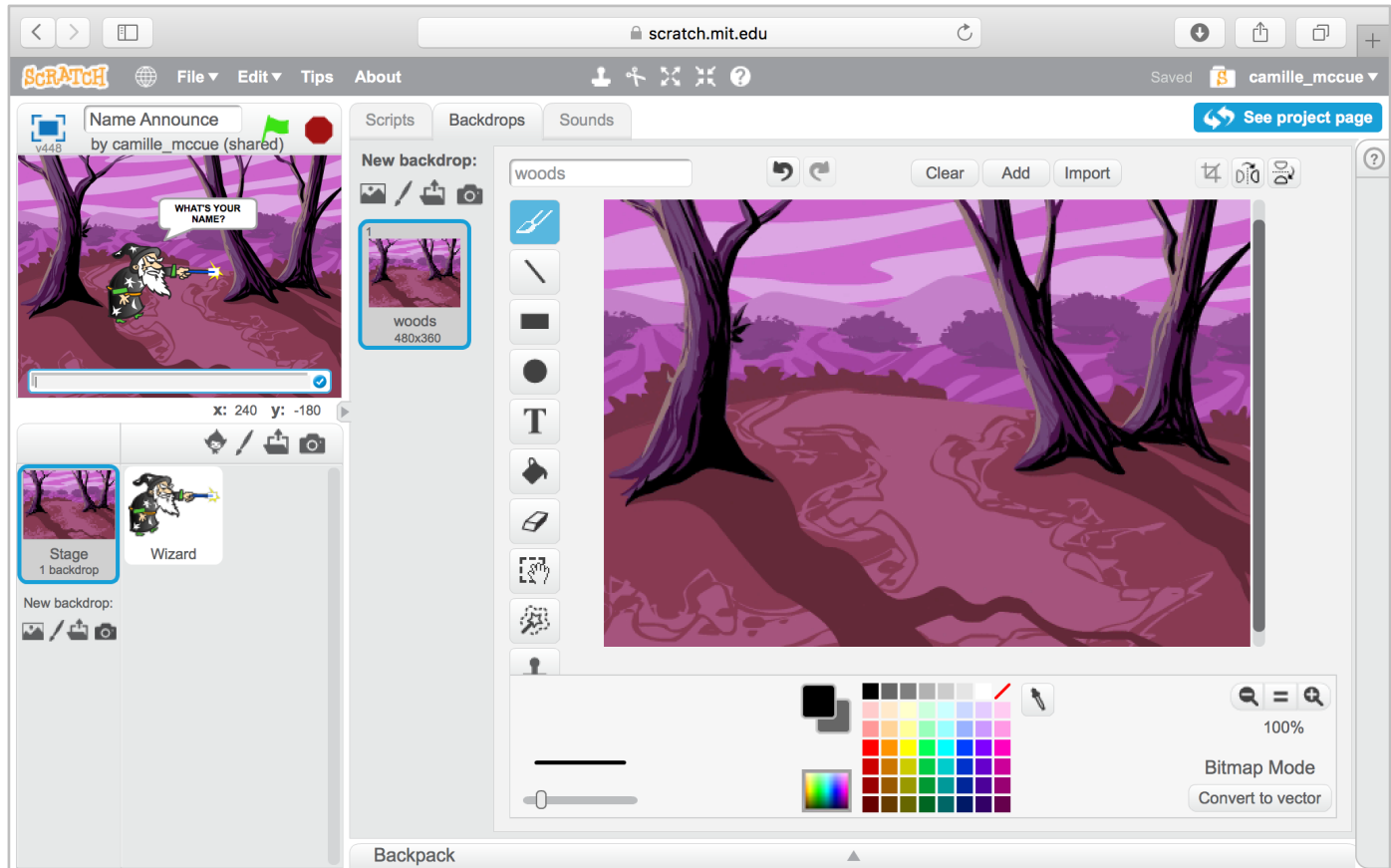
Add a background and one sprite, a character who will serve as your announcer. Add a script to the sprite that asks the user a *question*, "What's your name?" The *question* code is paired with an *answer* variable: any text typed by the user is stored in *answer*. The program then uses a *join* command 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.
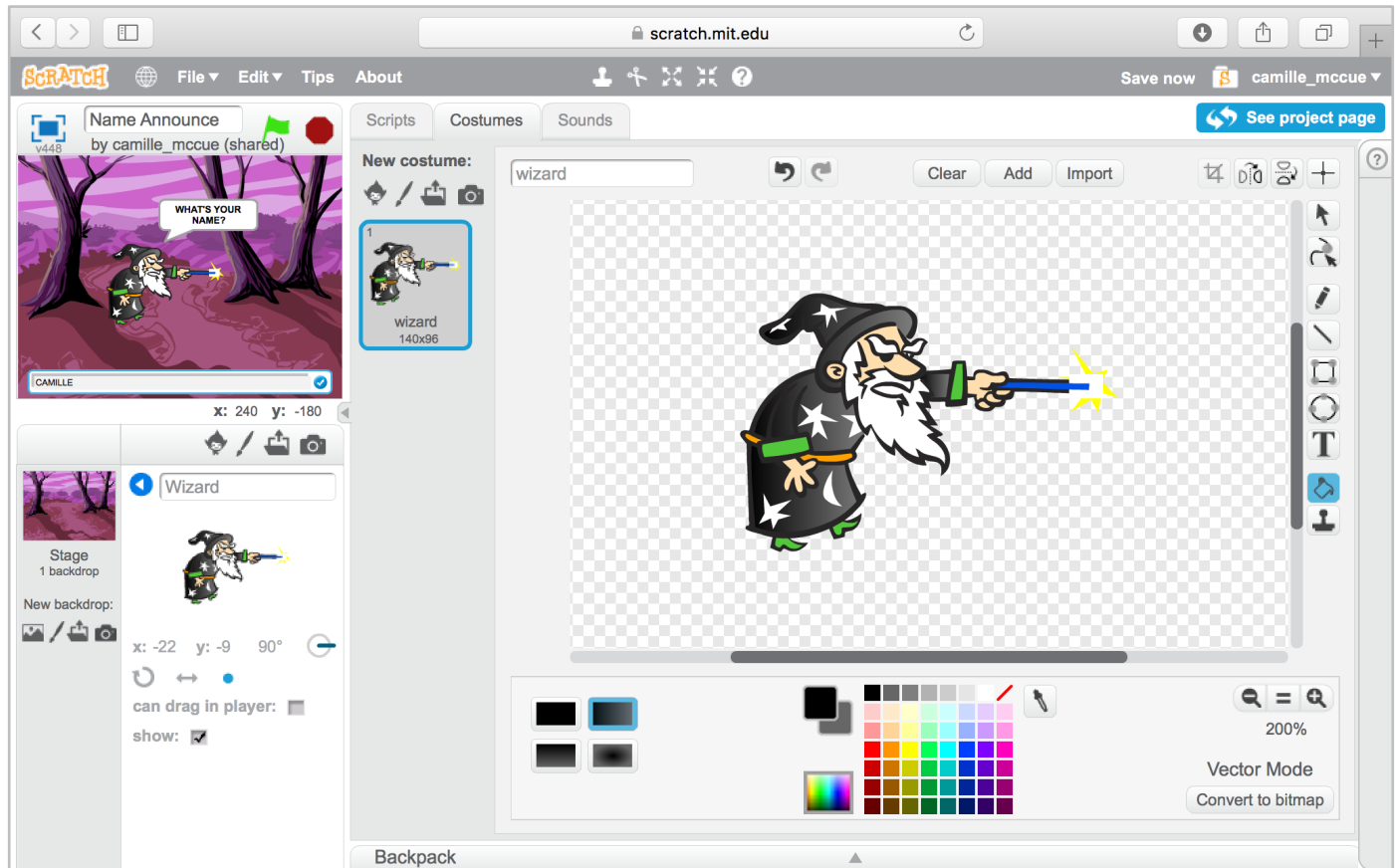
Play It

Start the action with the green flag.

Stage – Backdrop

Camille McCue, PhD 2017

Wizard Sprite – Costume

Wizard Sprite – Script

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.