

# Interface Guide: Scratch

The image shows the Scratch web interface with several components highlighted by colored boxes and arrows with labels:

- Block Palette** (purple box): Located on the left, it contains a list of code blocks. The visible blocks are: "when this sprite clicked", "say Hello! for 2 seconds", "play sound BrainPOP POP until done", and "glide 1 secs to random position".
- Coding Area** (orange box): The central workspace where code blocks are dragged and dropped to create scripts.
- Tutorial** (teal box): A pop-up window titled "In this tutorial, you'll learn how to:" with a list of instructions: "Create your own sorting game!", "Make items respond to clicks.", and "Use text, sounds and visual effects to show what belongs in a category and what doesn't".
- Stage** (blue box): The area on the right where the code is executed. It shows a background image of a man playing a saxophone.
- Backdrops** (purple box): A tab in the bottom right corner that allows users to choose a scene.
- Sprite Info** (red box): A panel on the right that provides details about the selected sprite, including its name, size, angle, and position (X and Y coordinates).
- Sprite List** (green box): A panel on the right that displays a list of available sprites, including "Charlie Parker".

At the top of the interface, there is a header with the BrainPOP logo, the text "CREATIVE CODING", and a user profile "isaace1011". Below the header, there are buttons for "MY PROJECTS", "Jazz", "?", "SAVE", and "SUBMIT TO TEACHER".

At the bottom of the interface, there is a footer with the text "© 1999–2018 BrainPOP. All rights reserved. Image License" and links for "Terms of Use", "Privacy Policy", and "Trademarks & Copyrights".