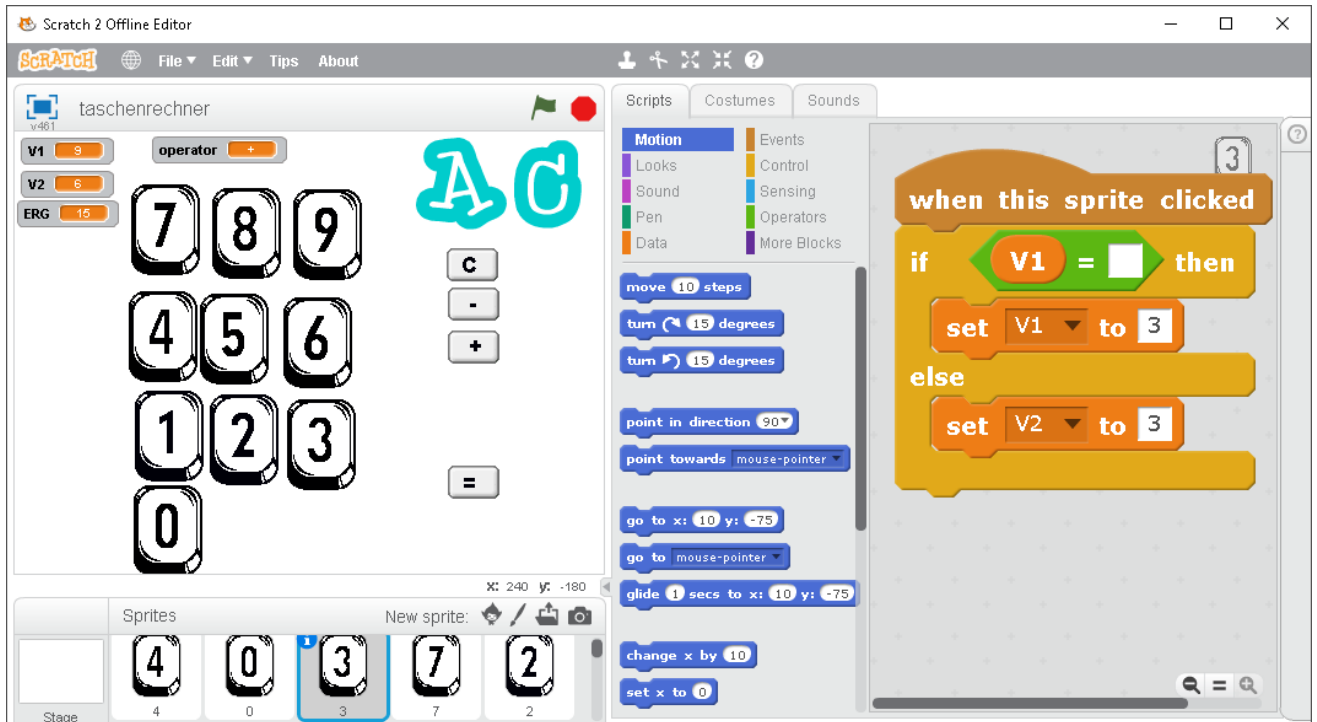


## Taschenrechner

Eine Zahl in V1 bzw. V2 legen (hier 3). Jede Zahl braucht das, nur jeweils ein anderer Wert



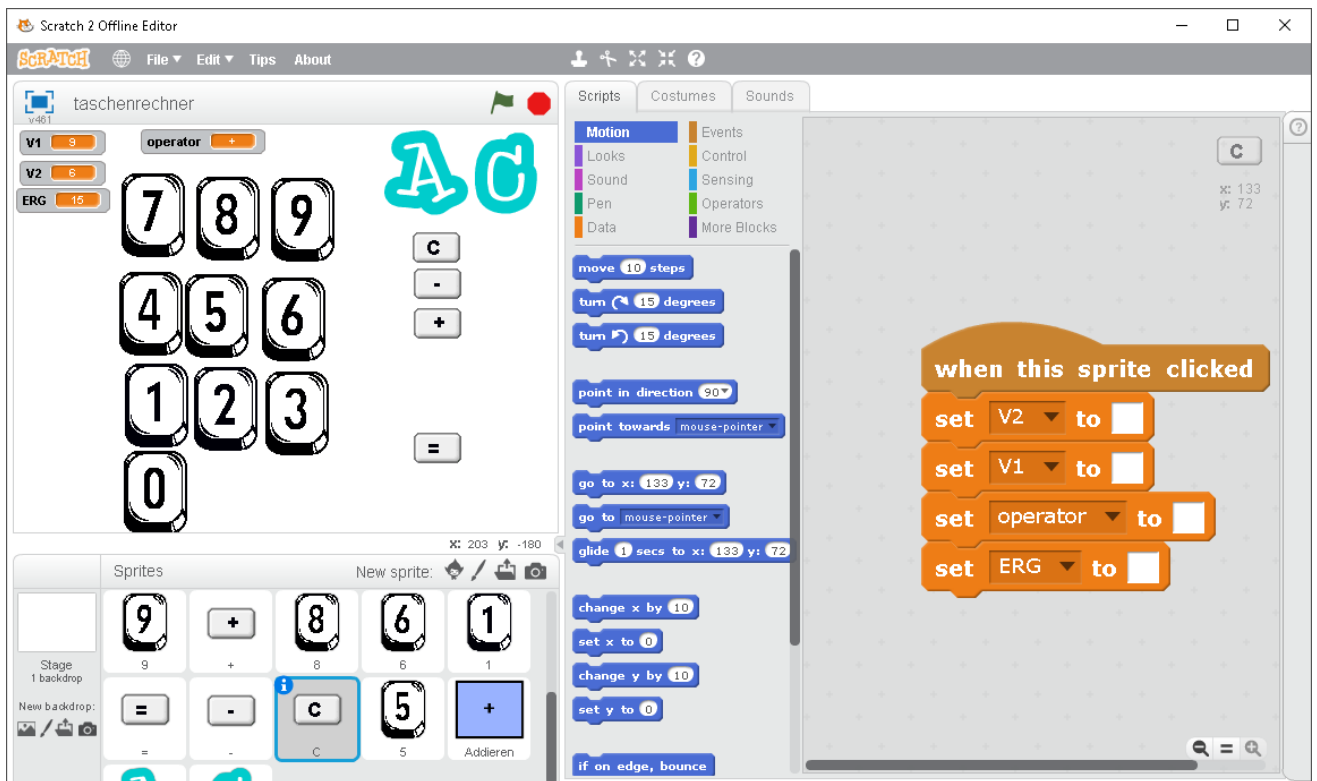
The screenshot shows the Scratch 2 Offline Editor interface. The main workspace displays a calculator with a numeric keypad (0-9), an 'operator' dropdown set to '+', and buttons for 'C', '-', '+', and '='. The 'Sprites' area at the bottom shows a list of sprites: 4, 0, 3, 7, and 2. The '3' sprite is selected. The 'Scripts' area on the right contains a script for the 'when this sprite clicked' event. The script consists of an 'if' block with the condition 'V1 = 3'. If true, it executes 'set V1 to 3'. If false, it executes 'set V2 to 3'. The 'Costumes' area shows two costumes, 'A' and 'C', with 'A' selected.

Den Operator in die Operator-Variable legen (hier +)

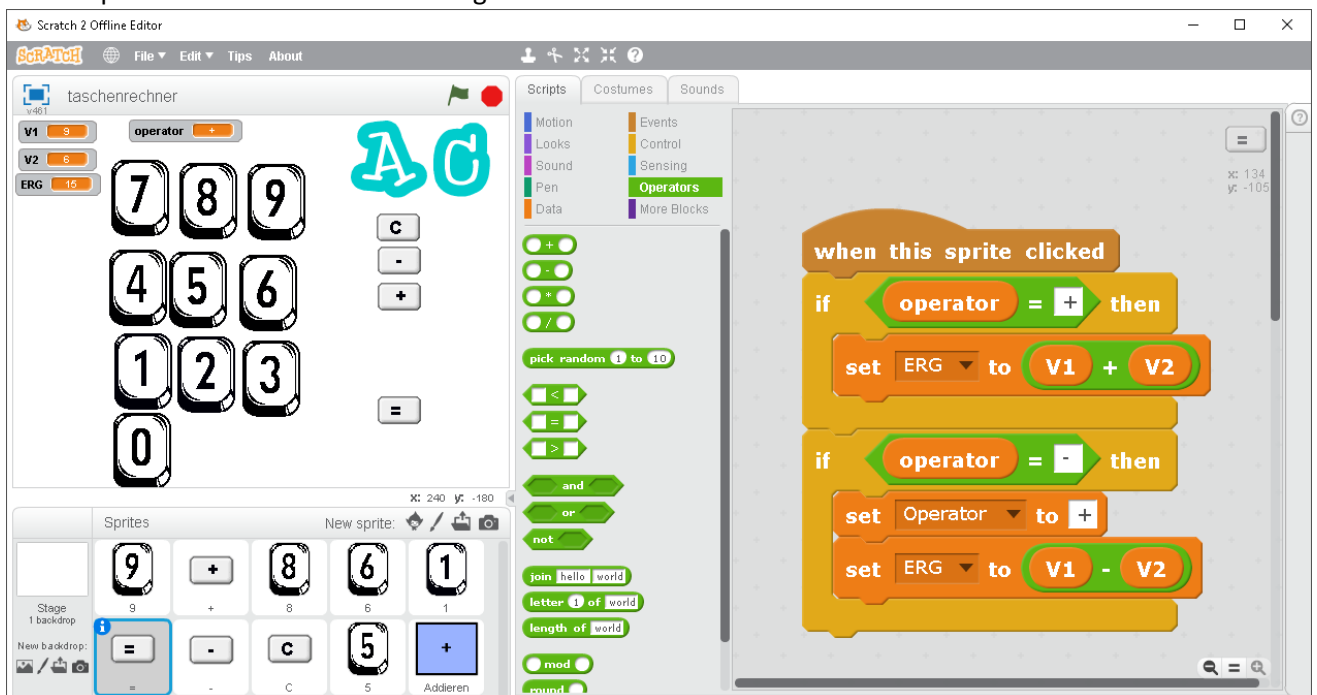


The screenshot shows the Scratch 2 Offline Editor interface. The main workspace displays the calculator with the numeric keypad, the 'operator' dropdown set to '+', and the 'C', '-', '+', and '=' buttons. The 'Sprites' area at the bottom shows a list of sprites: 9, +, 8, 6, and 1. The '+' sprite is selected. The 'Scripts' area on the right contains a script for the 'when this sprite clicked' event. The script consists of a single 'set operator to +' block. The 'Costumes' area shows two costumes, 'A' and 'C', with 'A' selected.

## Das Script für das kleine c zum Zurücksetzen aller Variablen



## Das Script für = also Berechnen . Das Ergebnis kommt in die Variable ERG.



Hier müsst Ihr aus den Operatoren (grün) die Verknüpfungen herausuchen.

Jetzt müsste der Taschenrechner funktionieren.

Er sollte aber auch noch multiplizieren und dividieren können. Ihr braucht also noch zwei weitere Schaltflächen / und \*.

Das war's.