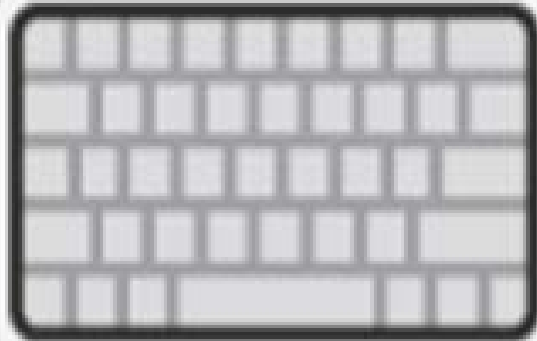


WHEN

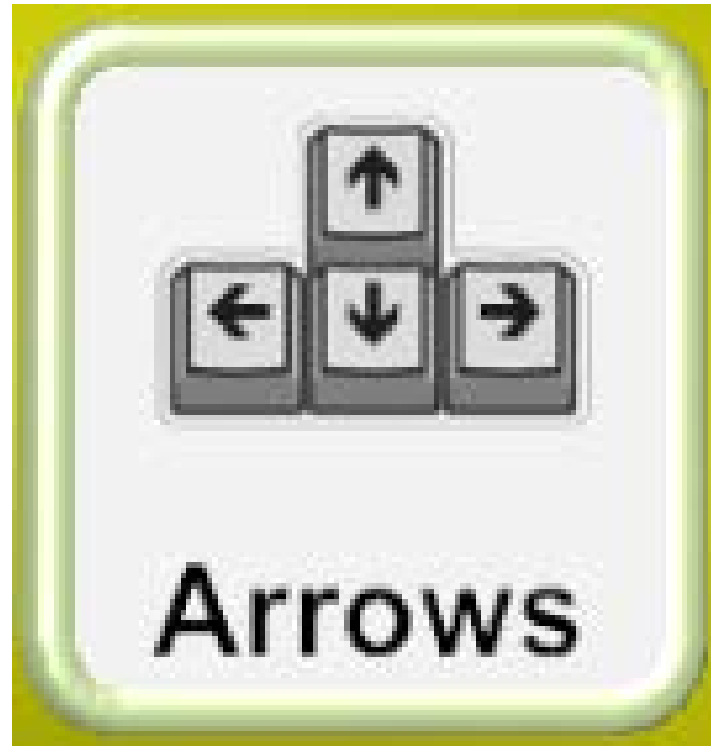


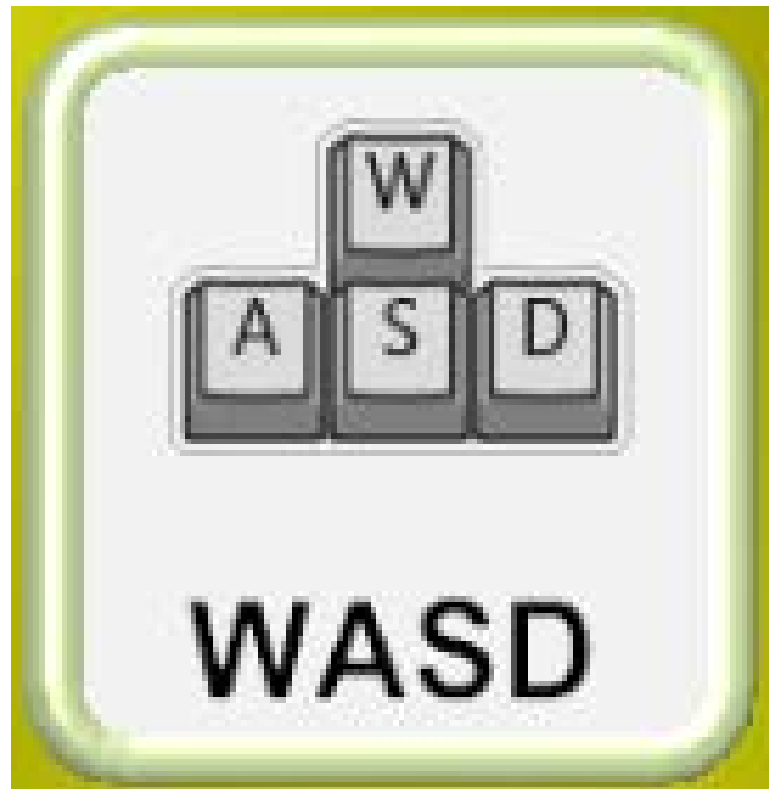
DO

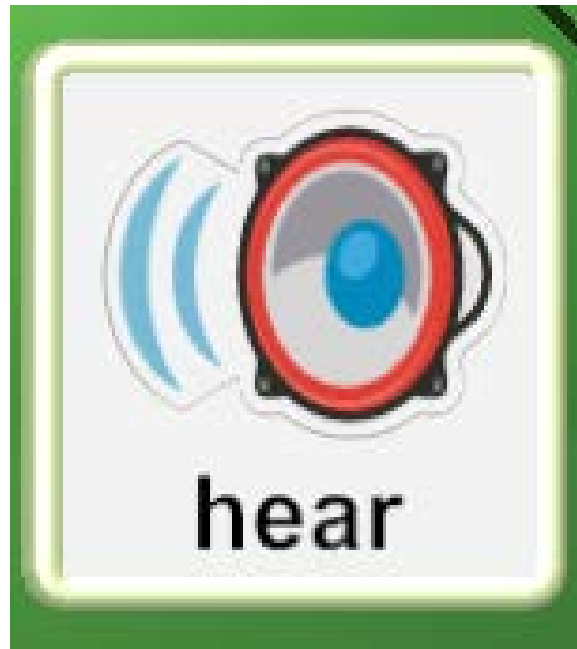




keyboard



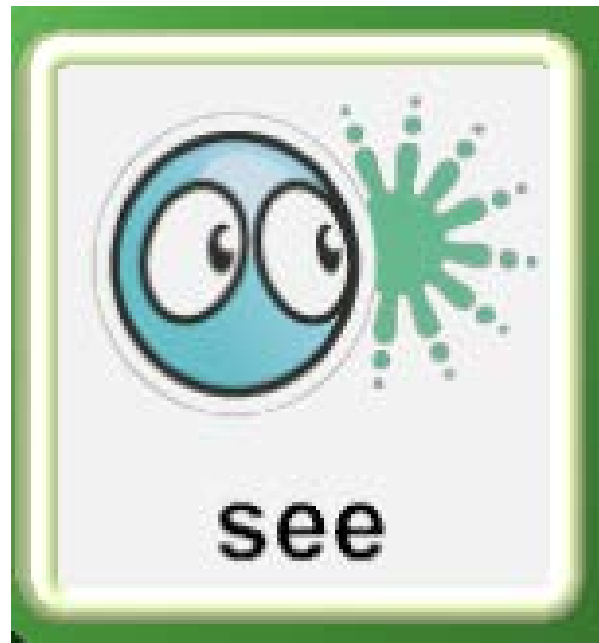




hear









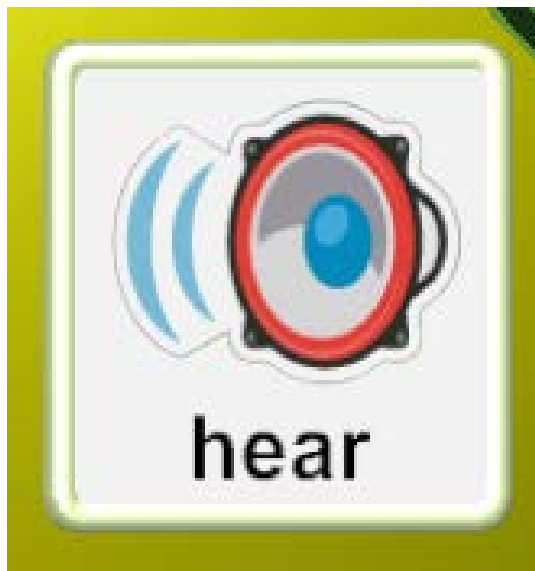






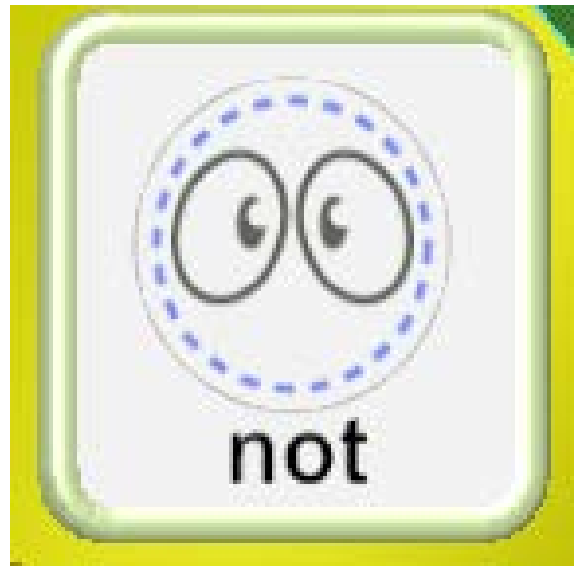
apple

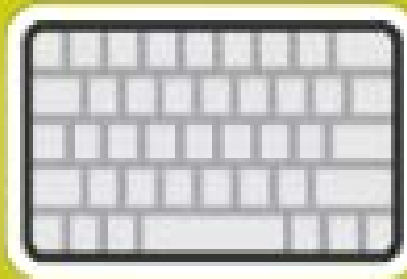








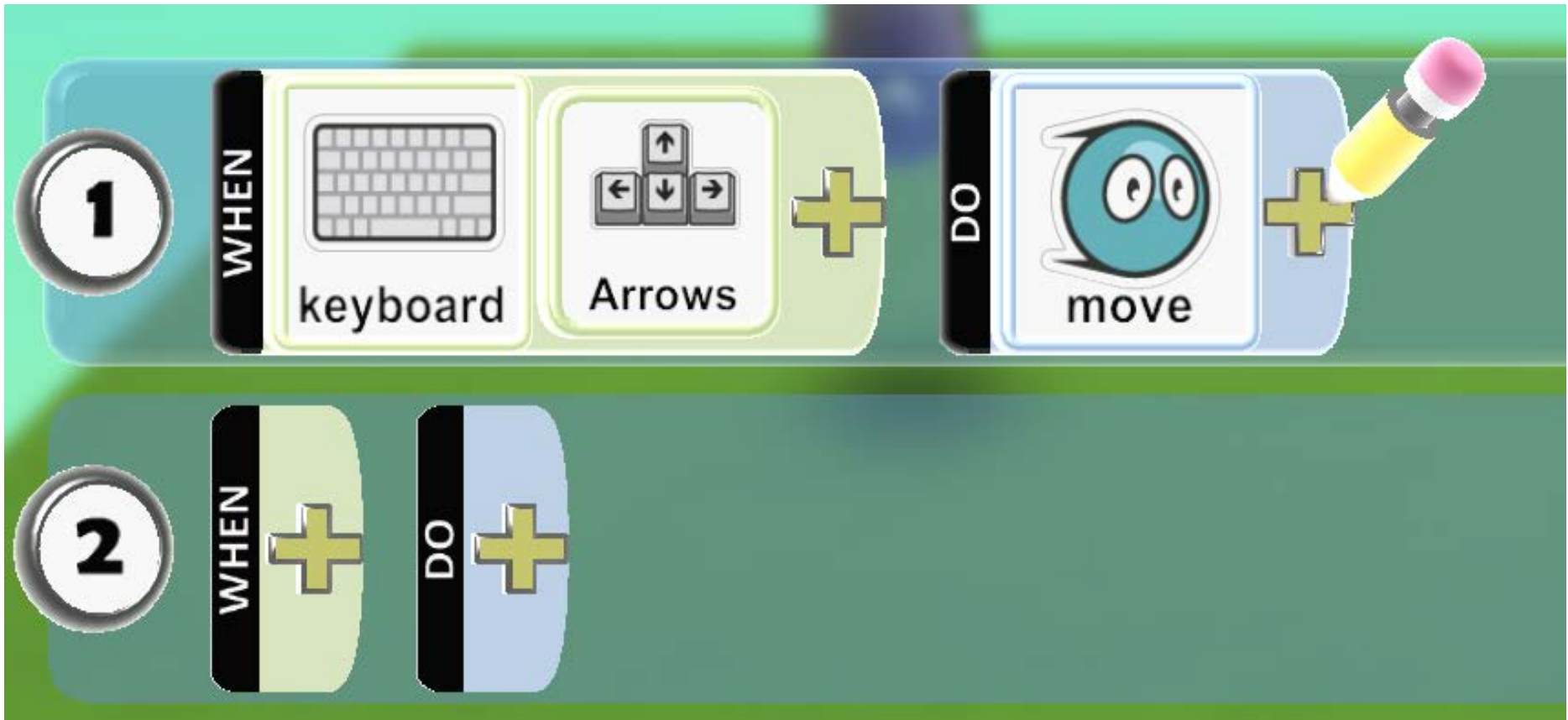




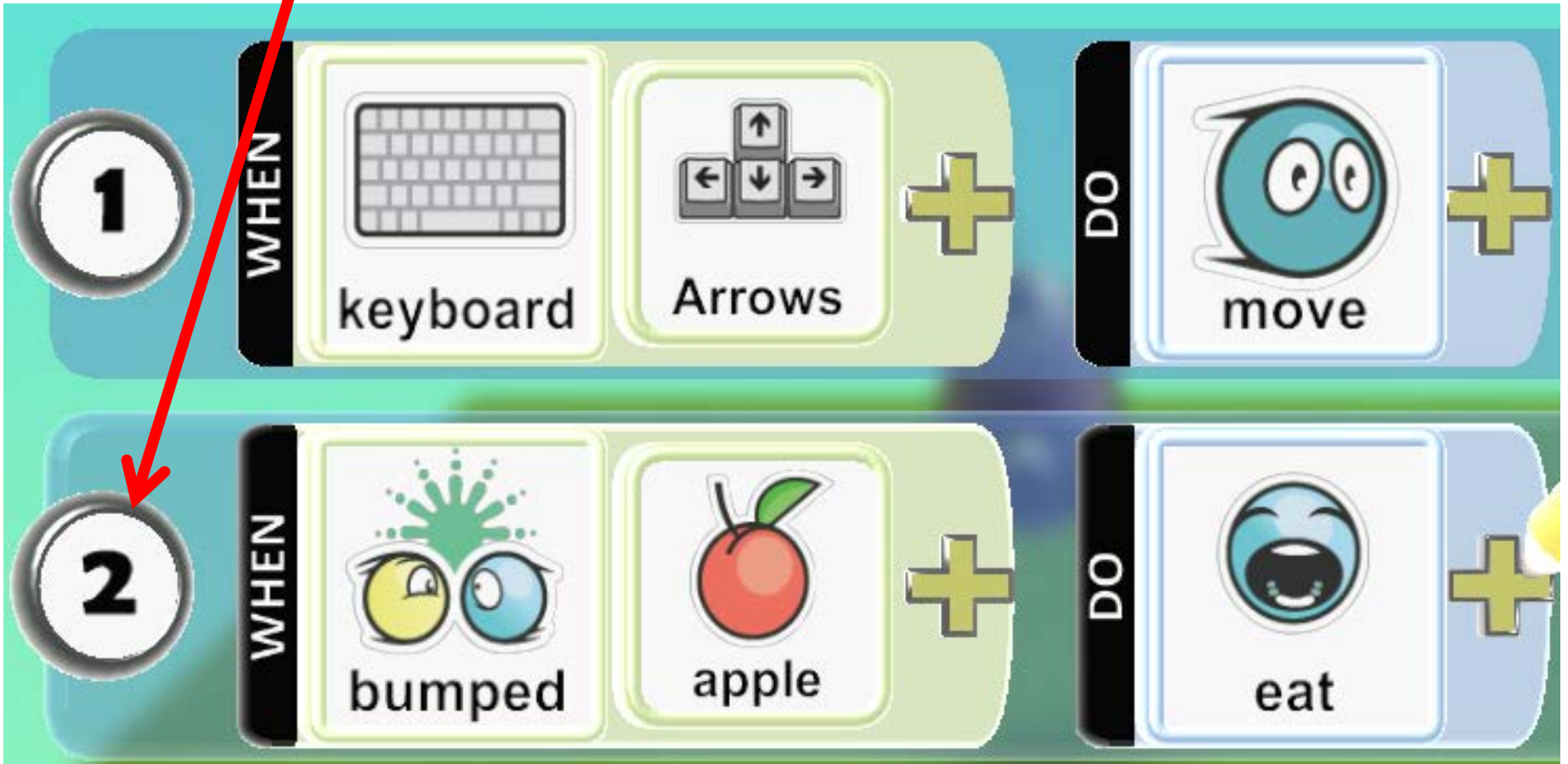
misc



Makes character move



Line 2: Character Eats an apple when he bumps into it



1

WHEN

see

kodu

not

DO

say

once

2

WHEN

DO

The image shows a Scratch-style code editor interface. The top row, labeled '1', contains a 'when green flag clicked' event block. The 'WHEN' section is light green and contains three blocks: 'see kodu' (a blue character with green splatters), 'not' (a blue character with a dashed blue outline), and a plus sign. The 'DO' section is light blue and contains two blocks: 'say once' (a blue character with a red exclamation mark in a speech bubble) and a plus sign. A yellow highlighter is positioned over the 'see kodu' block. The bottom row, labeled '2', shows two empty sections: 'WHEN' (light green) and 'DO' (light blue), each containing a plus sign.