

## Listing Program

The image displays a Scratch code editor with a dark background. On the left, a vertical toolbar contains colored circles representing different categories: Motors (blue), Movement (pink), Light (purple), Sound (light purple), Events (yellow), Control (orange), Sensors (cyan), Operators (green), Events (light green), Control (light orange), Sensors (light cyan), Operators (light green), and Variables (orange). At the bottom of the toolbar are icons for a plus sign, a menu, a grid, a stop button, and a play button.

The main workspace contains the following code blocks:

- set speed to 30 %** (Motors)
- forever** loop containing:
  - if A is color red ? then** (Sensors)
    - wait 2 seconds** (Control)
    - B go clockwise to position 50** (Motors)
    - B go counterclockwise to position 0** (Motors)
    - wait 1 seconds** (Control)
    - B go clockwise to position 50** (Motors)
    - B go counterclockwise to position 0** (Motors)
    - wait 10 seconds** (Control)
  - if A is color yellow ? then** (Sensors)
    - wait 2 seconds** (Control)
    - D go clockwise to position 110** (Motors)
    - D go counterclockwise to position 0** (Motors)
    - wait 1 seconds** (Control)
    - D go clockwise to position 110** (Motors)
    - wait 1 seconds** (Control)
    - D go counterclockwise to position 0** (Motors)
    - wait 10 seconds** (Control)
  - if A is color green ? then** (Sensors)
    - wait 2 seconds** (Control)
    - C go counterclockwise to position 295** (Motors)
    - wait 1 seconds** (Control)
    - C go clockwise to position 0** (Motors)
    - C go counterclockwise to position 295** (Motors)
    - wait 1 seconds** (Control)
    - C go clockwise to position 0** (Motors)
    - wait 10 seconds** (Control)