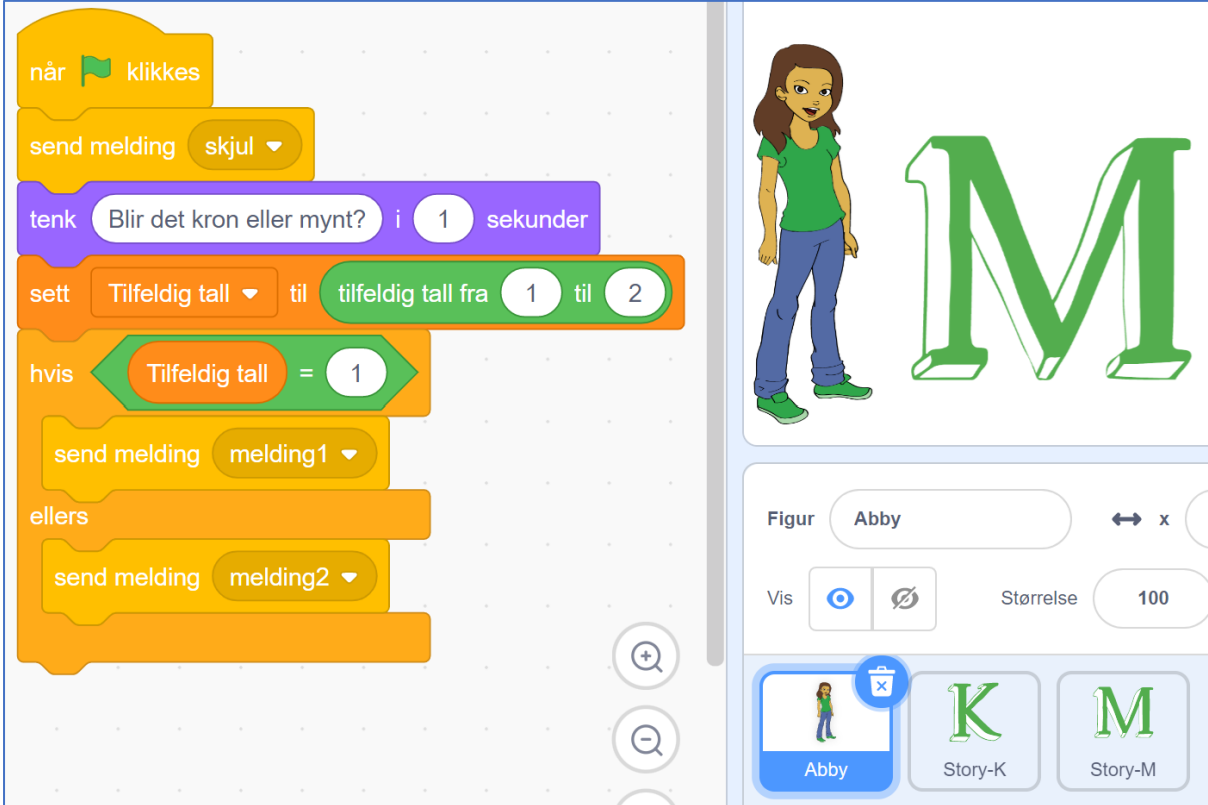


Kron eller mynt?

Studer programmet.

Hva legger du merke til?

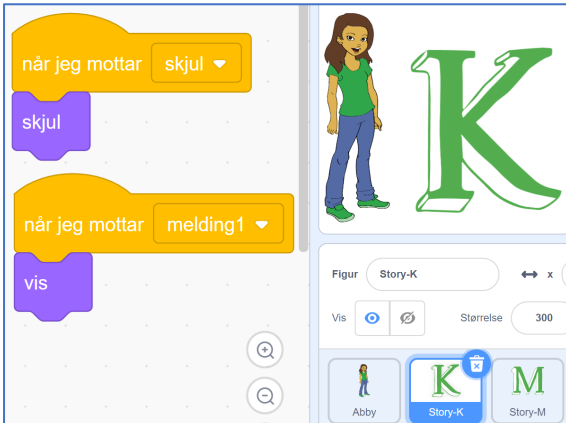
Hva lurer du på?



The image shows the Scratch programming environment. On the left is the script area with the following code:

- When green flag clicked
- Send message 'skjul' (hidden)
- Wait 1 second
- Set random number to random number from 1 to 2
- If random number = 1:
 - Send message 'melding1' (message1)
- Else:
 - Send message 'melding2' (message2)

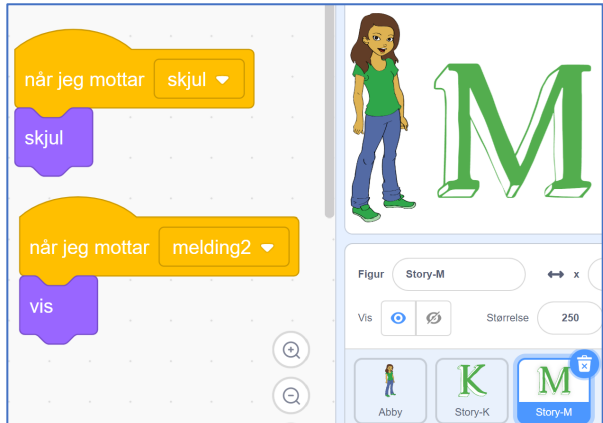
On the right is the stage area. It features a character named 'Abby' and a large green letter 'M'. Below the stage are controls for the character: 'Figur' set to 'Abby', 'Vis' (Visible) checked, and 'Størrelse' (Size) set to 100. At the bottom, there are three buttons: 'Abby' (selected), 'Story-K', and 'Story-M'.



This image shows the 'Kron' (K) state of the program. The script area contains:

- When I receive message 'skjul' (hidden)
- Hide (skjul)
- When I receive message 'melding1' (message1)
- Show (vis)

The stage area shows the character 'Abby' and a large green letter 'K'. The character 'Abby' is hidden. The 'Story-K' button is selected, and its size is set to 300.



This image shows the 'Mynt' (M) state of the program. The script area contains:

- When I receive message 'skjul' (hidden)
- Hide (skjul)
- When I receive message 'melding2' (message2)
- Show (vis)

The stage area shows the character 'Abby' and a large green letter 'M'. The character 'Abby' is hidden. The 'Story-M' button is selected, and its size is set to 250.