

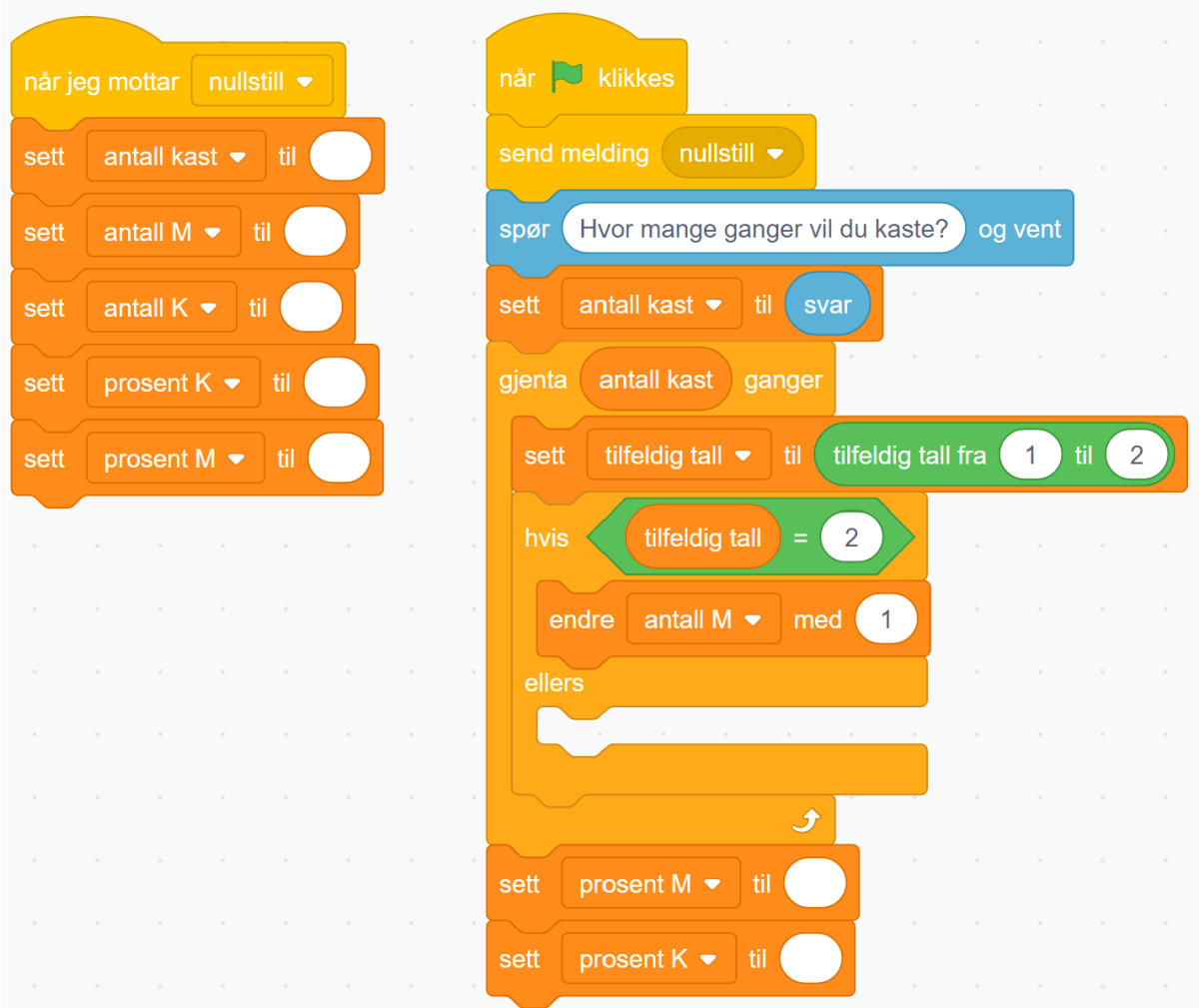
## Lag program som beregner antall prosent K og M

Programmet skal

- la brukeren bestemme antall kast
- beregne hvor mange prosent M-er og K-er det blir

Studer programmet

- Hvilken blokk mangler i kodeblokken til høyre?
- Hva kan man sette inn i de tomme feltene i kodeblokkene til høyre?



The image shows two columns of Scratch code blocks. The left column contains initialization blocks for variables: 'når jeg mottar' (when I receive) with 'nullstill' (reset) dropdown, followed by 'sett' (set) blocks for 'antall kast' (number of tosses), 'antall M', 'antall K', 'prosent K', and 'prosent M', each with a 'til' (to) dropdown and an empty input field. The right column contains the main logic: 'når flaggen klikkes' (when green flag clicked), 'send melding' (send message) with 'nullstill' dropdown, 'spør' (ask) 'Hvor mange ganger vil du kaste?' (How many times will you toss?) and 'og vent' (and wait), 'sett' (set) 'antall kast' to 'svar' (answer), 'gjenta' (repeat) 'antall kast' (number of tosses) 'ganger' (times), 'sett' (set) 'tilfeldig tall' (random number) to 'tilfeldig tall fra 1 til 2' (random number from 1 to 2), an 'hvis' (if) block with condition 'tilfeldig tall = 2', an 'endre' (change) block for 'antall M' by 'med 1' (by 1), an 'ellers' (else) block with a blank space, a loop arrow, and finally 'sett' (set) blocks for 'prosent M' and 'prosent K' with empty input fields.