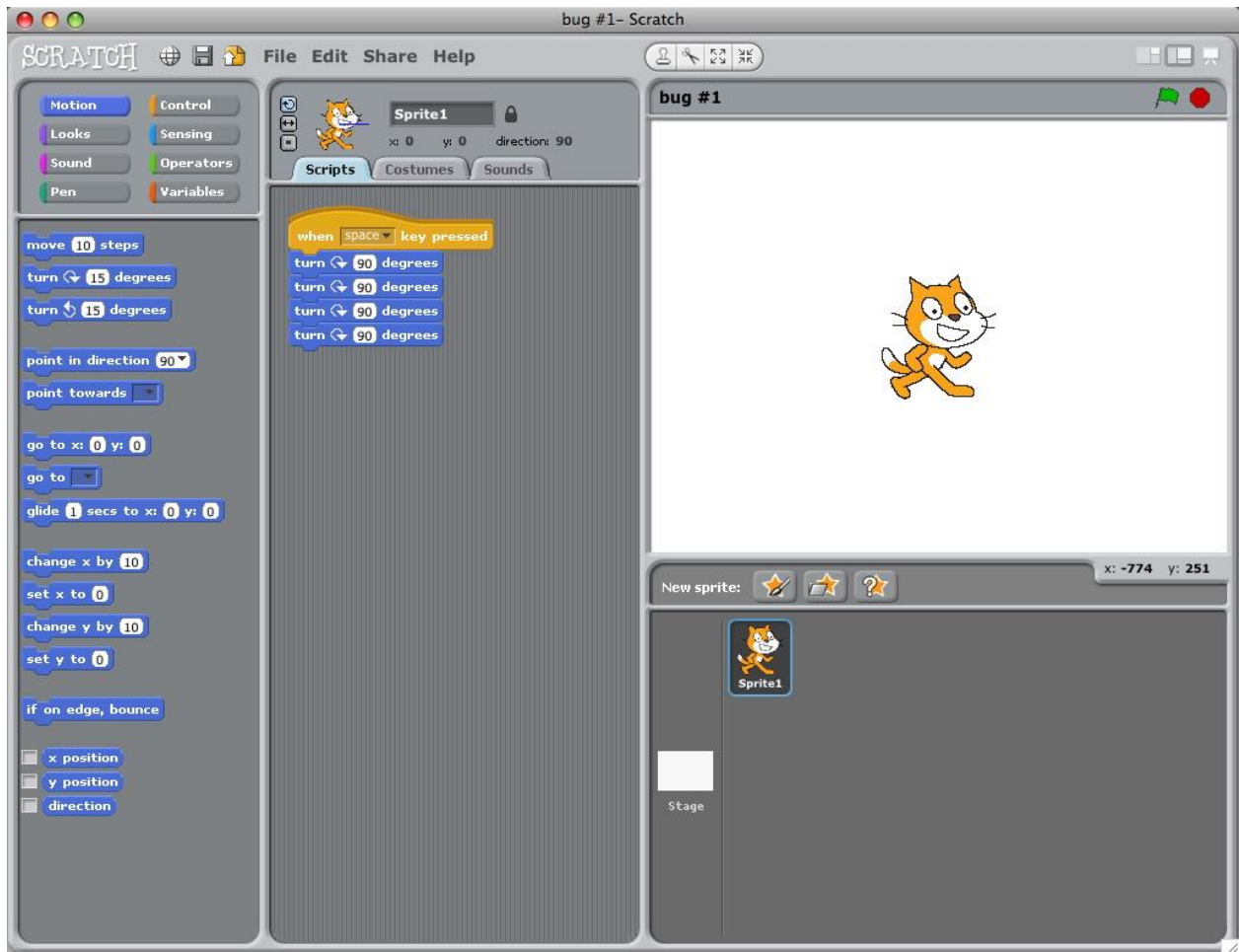


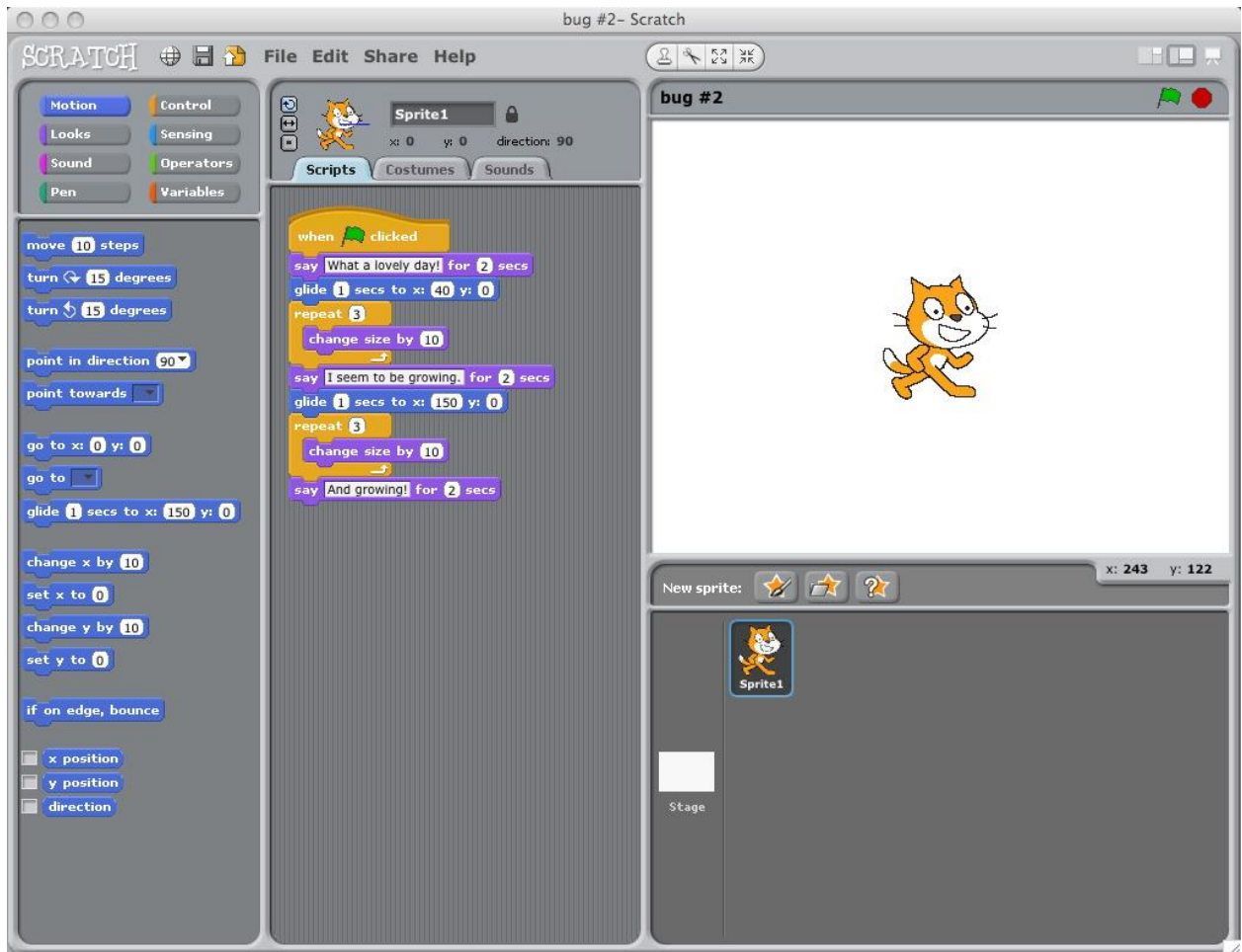
## BUG #1

Farooq wants his cat to rotate when he presses the space bar. But the cat isn't moving!  
What's going on?



## BUG #2

Michelle wants the cat to start in the middle of the stage, then move across the stage and grow. It works the first time she clicks the green flag – but not when she clicks it again! What's going on?



The screenshot shows the Scratch IDE interface for a project titled "bug #2- Scratch". The main workspace displays a cat sprite (Sprite1) on a stage. The script editor shows the following code:

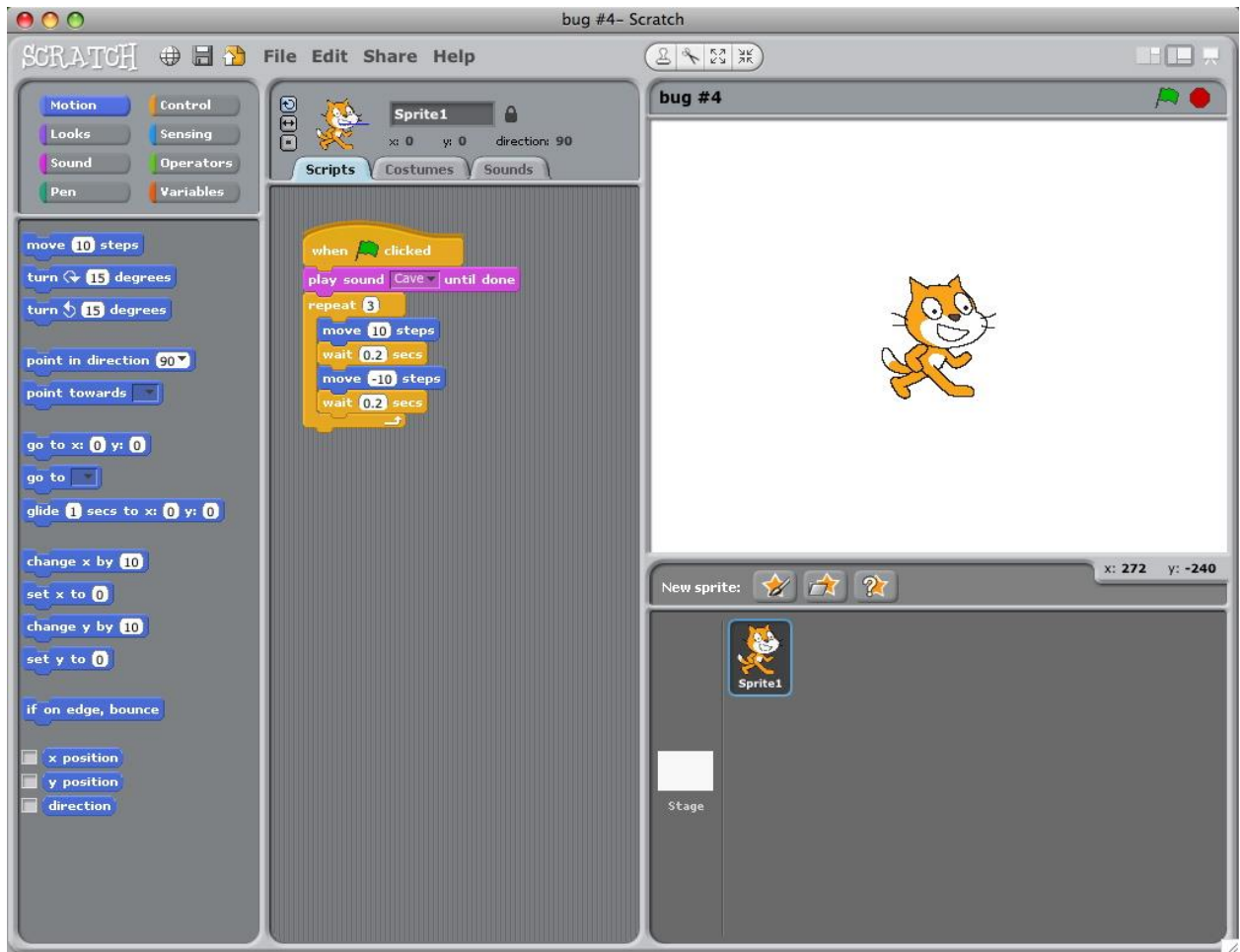
```
when green flag clicked
  say What a lovely day! for 2 secs
  glide 1 secs to x: 40 y: 0
  repeat 3
    change size by 10
  say I seem to be growing! for 2 secs
  glide 1 secs to x: 150 y: 0
  repeat 3
    change size by 10
  say And growing! for 2 secs
```

The code is intended to make the cat start in the middle of the stage, move to the right, and grow. However, the bug is that the cat does not start in the middle of the stage when the green flag is clicked again. This is because the "when green flag clicked" event is only triggered once per session.

The interface includes a menu bar (File, Edit, Share, Help), a toolbar, and a sidebar with categories: Motion, Control, Looks, Sensing, Sound, Operators, Pen, and Variables. The stage area shows the cat sprite at its starting position (x: 0, y: 0) and the "New sprite:" area below it.

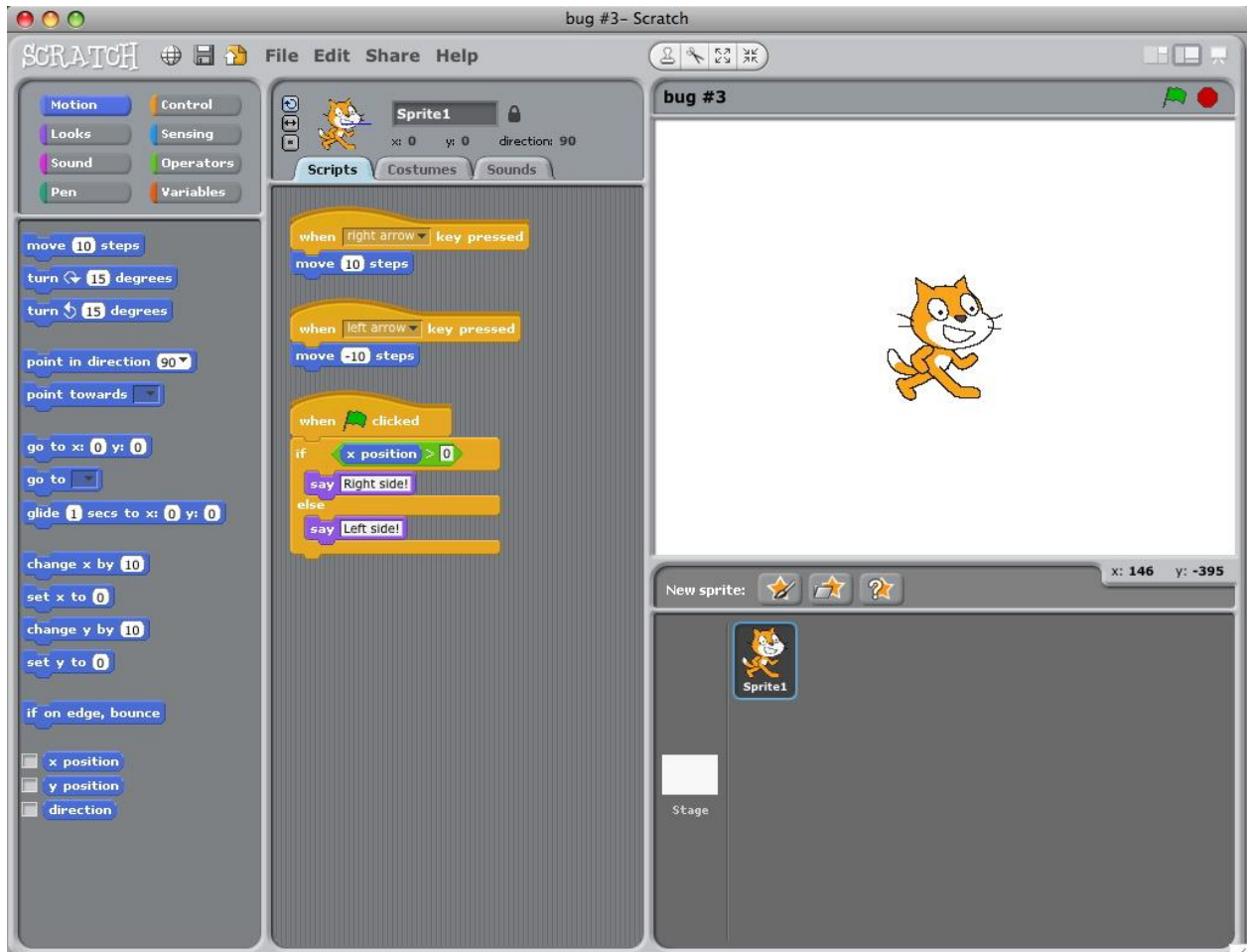
### BUG #3

Alex wants his cat to dance to some music. But the cat is dancing after the music is over!  
What's going on?



## BUG #4

Praneetha wants to control the cat's x-position with the keyboard: right arrow moves the cat right, left arrow moves the cat left. She also wants the cat to say if it's on the right side or the left side, depending on its x-position. The cat's moving, but not saying its position correctly! What's going on?



## BUG #5

Nobuyuki wants his cat to jump up and down, and then move across the screen. But the cat's hopping across the screen! What's going on?

The image shows the Scratch code editor for a project titled "bug #5". The cat sprite is positioned at the center of the stage. The code is as follows:

```
when green flag clicked
  go to x: 0 y: 0
  point in direction 90
  say I love to jump and run for 2 secs
  broadcast jumping
  broadcast running

when I receive jumping
  repeat 10
    change y by 30
    wait 0.1 secs
    change y by -30
    wait 1 secs

when I receive running
  repeat 10
    change x by 10
    wait 0.1 secs
    change x by 10
    wait 1 secs
```

The bug is in the "when I receive running" block. The code uses "change x by 10" twice, which causes the cat to move horizontally instead of vertically. The intended behavior was to change the y position.

