

OVLÁDÁNÁ POSTAVIČKY

Ovládání postavičky jde řešit pomocí příkazů **UDÁLOSTÍ**. Postavička se pohne když budu po ZMÁČKUNTÍ klávesy jen o daný krok. Další krok se uskuteční po dalším stisknutí klávesy.

The screenshot shows the mBlock Python Editor interface. The top bar includes the text 'makeblock | mBlock', navigation icons for 'Soubor' (File), 'Editace' (Edit), and 'Duch' (Spirit), along with 'Uložit' (Save) and 'Zveřejnit' (Publish) buttons. On the right, there are links for 'Kurzy' (Courses), 'Zpětná vazba' (Feedback), and a 'Python Editor' button.

The main workspace is divided into a left sidebar and a central script area. The sidebar contains a 'Postavičky' (Sprites) panel with a 'Boy11' character selected, showing its coordinates (X: 2, Y: -19) and size (100). Below it are 'Kostýmy' (Costumes) and 'Zvuky' (Sounds) buttons. A 'Moje bloky' (My Blocks) panel is also visible.

The script area contains the following blocks:

- When clicked (yellow event block):
 - Set SKORE (Score) to 0 (orange block).
- When key pressed (yellow event blocks):
 - Arrow Right (šipka doprava):
 - Change x by 10 (blue block).
 - Arrow Left (šipka doleva):
 - Change x by -10 (blue block).
 - Arrow Up (šipka nahoru):
 - Change y by 10 (blue block).
 - Arrow Down (šipka dolů):
 - Change y by -10 (blue block).

The background of the workspace shows a character (Boy11) and a bomb (Boom36) on a grid.

Druhá možnost je využití příkazů **KDYŽ** a přes **VNÍMÁNÍ** s příkazem *je klávesa šipka ... stisknutá? tak*. Posun postavičky bude tak dlouho, dokud nepustím klávesu.

The screenshot shows the mBlock Python Editor interface. On the left, there is a Scratch-like environment with a character named 'Boy11' and a bomb named 'Boom36'. The character's properties are: X: 2, Y: 11, Velikost: 100, Směr: 90. The Python script on the right is as follows:

```
when clicked on green flag
  set SKORE to 0
  loop
    if key pressed arrow up? then
      change y by 10
    if key pressed arrow down? then
      change y by -10
    if key pressed arrow right? then
      change x by 10
    if key pressed arrow left? then
      change x by -10
```

The script uses the 'Vnímání' (Sensing) category blocks to detect key presses and the 'Operátory' (Operators) category blocks to change the character's position. The 'opakuji stále' (loop) block is used to repeat the movement logic.