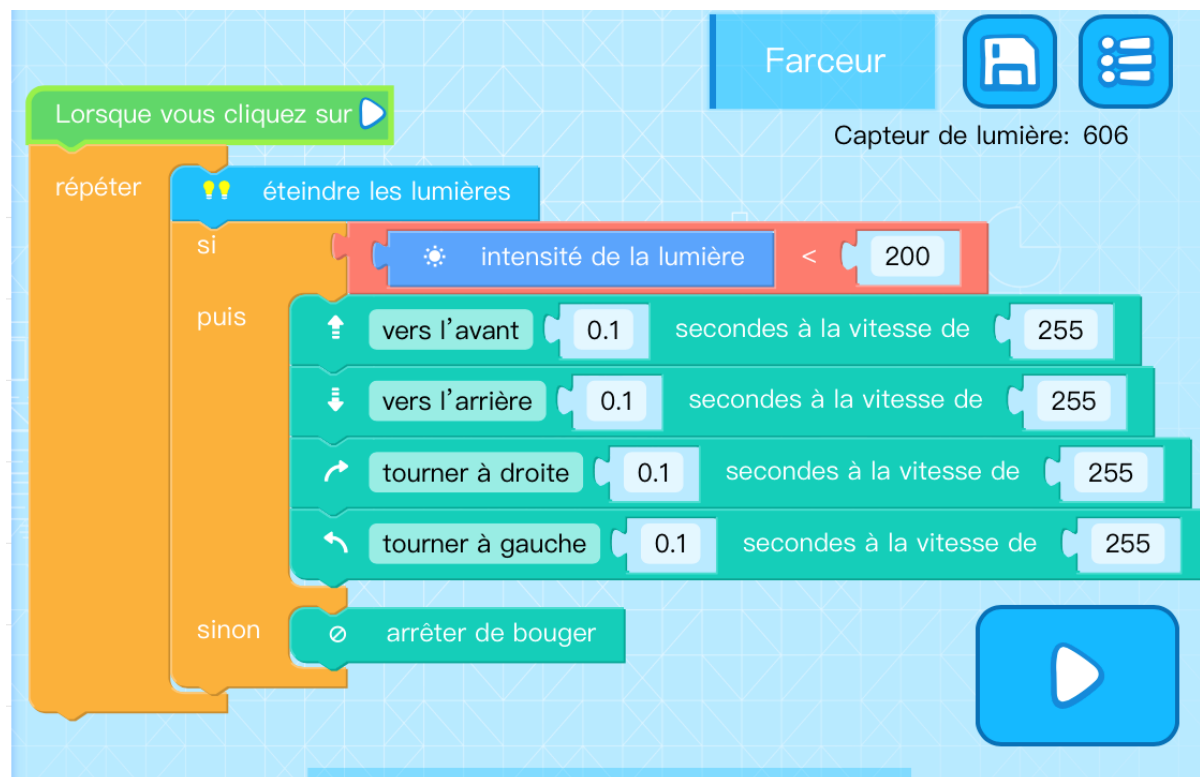


③ PROGRAMME " FARCEUR "



The image shows a Scratch script titled "Farceur". The script starts with a "Lorsque vous cliquez sur" (When clicked) event block. This is followed by a "répéter" (repeat) loop block. Inside the loop, there is an "éteindre les lumières" (turn off lights) block. Then, a "si" (if) conditional block checks if the "intensité de la lumière" (light intensity) is less than 200. If true, it executes a "puis" (then) sequence of four movement blocks: "vers l'avant" (move forward) 0.1 seconds at speed 255, "vers l'arrière" (move backward) 0.1 seconds at speed 255, "tourner à droite" (turn right) 0.1 seconds at speed 255, and "tourner à gauche" (turn left) 0.1 seconds at speed 255. If the condition is false, it goes to the "sinon" (else) block, which is "arrêter de bouger" (stop moving). The interface also shows a "Farceur" title, a "Capteur de lumière: 606" status, and a "Play" button.

```
graph TD; A[Lorsque vous cliquez sur] --> B[éteindre les lumières]; B --> C[si intensité de la lumière < 200]; C --> D[vers l'avant 0.1 secondes à la vitesse de 255]; D --> E[vers l'arrière 0.1 secondes à la vitesse de 255]; E --> F[tourner à droite 0.1 secondes à la vitesse de 255]; F --> G[tourner à gauche 0.1 secondes à la vitesse de 255]; C --> H[arrêter de bouger]; C --> H; H --> B; style B fill:#00aaff,color:#fff; style C fill:#ff0000,color:#fff; style D fill:#00aaff,color:#fff; style E fill:#00aaff,color:#fff; style F fill:#00aaff,color:#fff; style G fill:#00aaff,color:#fff; style H fill:#00aaff,color:#fff;
```