

Display hidden components in Viewer

Phone size (505,320) ▾



```
when Button2 .Click
do open another screen screenName "Test"

when Button3 .Click
do open another screen screenName "ProlhpsH"

when Button4 .Click
do set ActivityStarter1 . DataUri to "https://covid19.gov.gr/covid19-live-analytics/"
call ActivityStarter1 .StartActivity

when Button7 .Click
do open another screen screenName "Epikoinwnia2"

when Button1 .Click
do open another screen screenName "Quiz"

when Button6 .Click
do open another screen screenName "LiveChat"

when Button8 .Click
do open another screen screenName "AppInfo"

when Button9 .Click
do set ActivityStarter2 . DataUri to "https://www.worldometers.info/coronavirus/"
call ActivityStarter2 .StartActivity
```



Display hidden components in Viewer

Phone size (505,320) ▾

9:48

Συμπληρώστε ποια από τα παρ ^

• Πυρετός	<input type="checkbox"/> Ναι	<input type="checkbox"/> Όχι
• Ξηρός Βήχας	<input type="checkbox"/> Ναι	<input type="checkbox"/> Όχι
• Πονόλαιμος	<input type="checkbox"/> Ναι	<input type="checkbox"/> Όχι
• Πονοκέφαλος	<input type="checkbox"/> Ναι	<input type="checkbox"/> Όχι
• Εξανθήματα	<input type="checkbox"/> Ναι	<input type="checkbox"/> Όχι
• Δύσπνοια	<input type="checkbox"/> Ναι	<input type="checkbox"/> Όχι
• Σωματικοί	<input type="checkbox"/> Ναι	<input type="checkbox"/> Όχι
• Απώλεια	<input type="checkbox"/> Ναι	<input type="checkbox"/> Όχι

Υποβολή Απαντήσεων ▾

The image displays a Scratch script with multiple 'when checked changed' event blocks. Each event block is followed by a sequence of 'set position to' blocks for various objects, such as 'set [player] to [0] on the x-axis' and 'set [bullet] to [0] on the x-axis'. The script also includes several 'when clicked' event blocks, each followed by a 'say' block with a message and a 'wait' block. The code is organized into a vertical stack of similar event-response pairs.

Warning icons: a yellow triangle with an exclamation mark and a red circle with an 'X', both with a '0' next to them. Below the icons is a button labeled 'Show Warnings'.

when [Control] is clicked
do
open another screen: [Screen1] [Screen2]

```
when [Control] is clicked  
do  
  set [Control] to [Screen] [Screen] [Screen]  
  set [Control] to [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen]  
  set [Control] to [Screen]  
  if  
    get [Control] OK  
  then  
    set [Control] [Screen] [Screen] [Screen]  
end
```

```
when [Control] is clicked  
do  
  set [Control] to [Screen] [Screen] [Screen]  
  set [Control] to [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen]  
  set [Control] to [Screen]  
  if  
    get [Control] OK  
  then  
    set [Control] [Screen] [Screen] [Screen]  
end
```

```
when [Control] is clicked  
do  
  set [Control] to [Screen] [Screen] [Screen]  
  set [Control] to [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen]  
  set [Control] to [Screen]  
  if  
    get [Control] OK  
  then  
    set [Control] [Screen] [Screen] [Screen]  
end
```

```
when [Control] is clicked  
do  
  set [Control] to [Screen] [Screen] [Screen]  
  set [Control] to [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen]  
  set [Control] to [Screen]  
  if  
    get [Control] OK  
  then  
    set [Control] [Screen] [Screen] [Screen]  
end
```

```
when [Control] is clicked  
do  
  set [Control] to [Screen] [Screen] [Screen]  
  set [Control] to [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen] [Screen]  
  set [Control] to [Screen]  
  if  
    get [Control] OK  
  then  
    set [Control] [Screen] [Screen] [Screen]  
end
```

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▼ ▼
Show Warnings

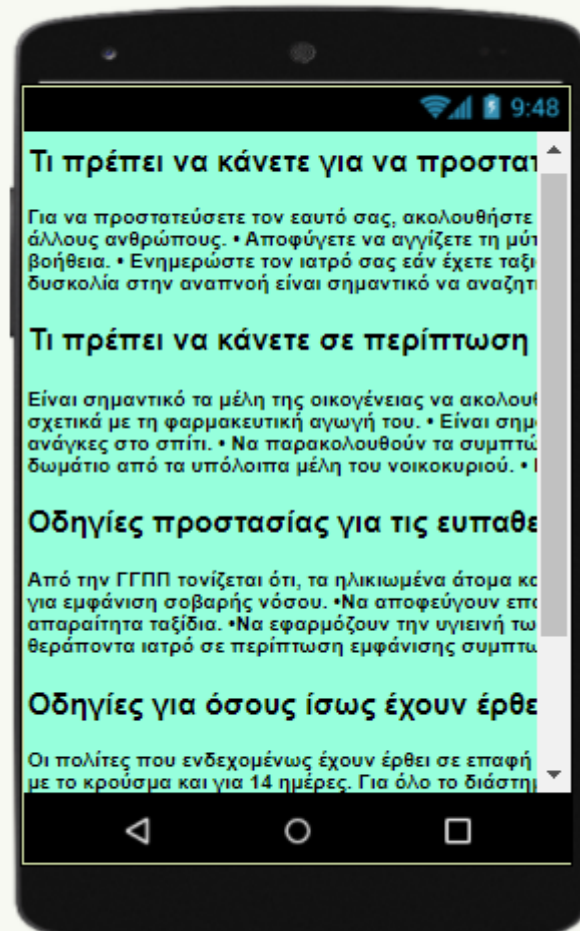
The image displays seven identical blocks of code in a viewer. Each block begins with a 'when' trigger (e.g., 'when [Control] Changed'). This is followed by a 'do' block containing several 'set' blocks (e.g., 'set [Control] to [Value]', 'set [Control] to [Value]', 'set [Control] to [Value]'). After the 'set' blocks, there is a loop structure consisting of a 'do' block with a 'get' block (e.g., 'get [Control]') and a 'do' block with a 'set' block (e.g., 'set [Control] to [Value]'). The code is color-coded: green for triggers and 'do' blocks, blue for 'set' blocks, and orange for 'get' blocks. The blocks are arranged vertically, with the top block being the most prominent.



Show Warnings

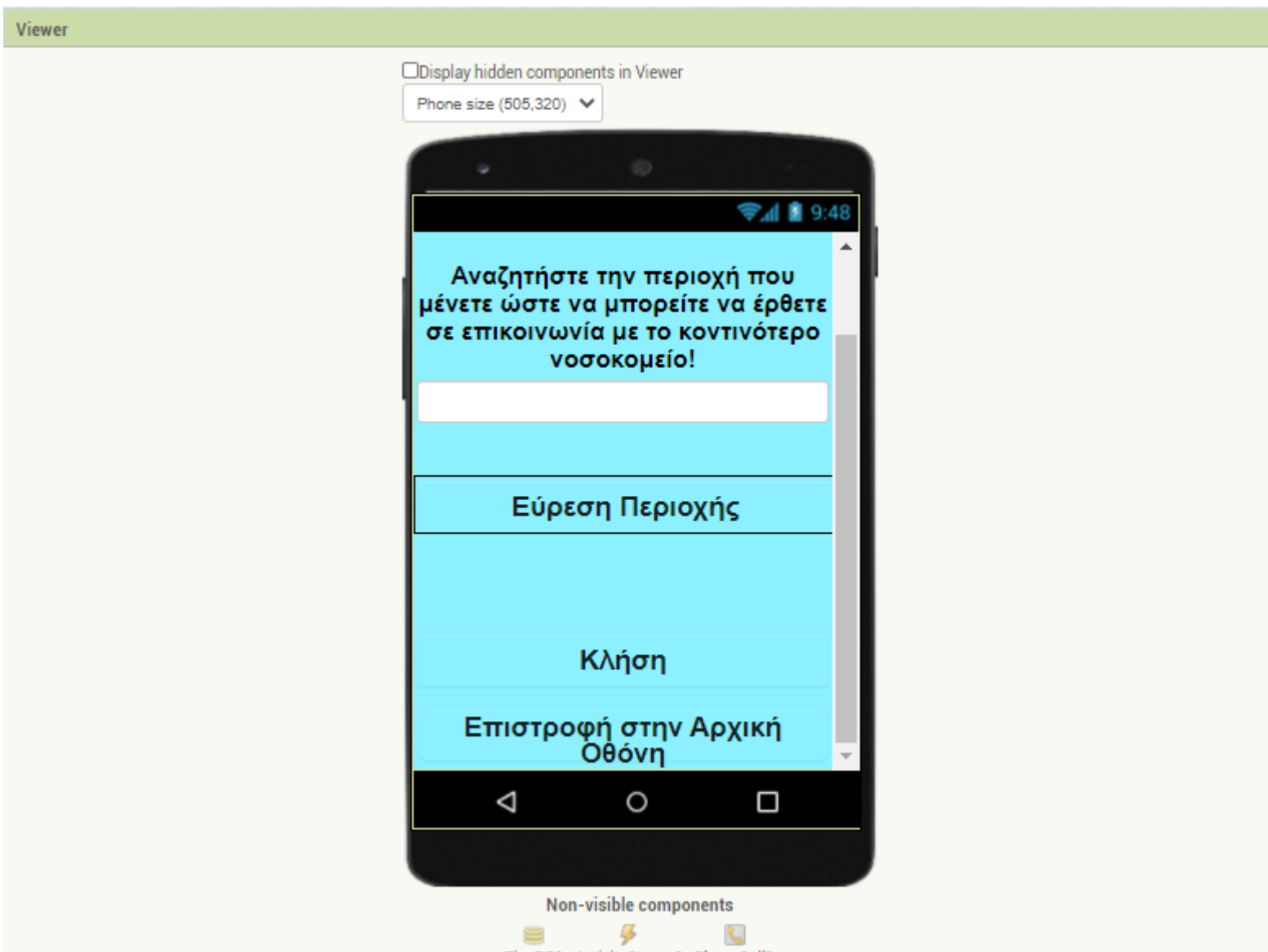
Display hidden components in Viewer

Phone size (505,320) ▾




```
when Button1 .Click  
do open another screen screenName " Screen1 "
```

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Show Warnings



```
initialize global category to ""
initialize global sub_category to ""
initialize global indexer to false

when Επικοινωνια2.Initialize
do set ListPicker1.Elements to make a list
  Ανατολική Μακεδονία & Θράκη
  Αττική
  Βόρεια Αιγαία
  Δυτική Ελλάδα
  Δυτική Μακεδονία
  Ήπειρος
  Θεσσαλία
  Ιόνια Νήσοι
  Κεντρική Μακεδονία
  Κρήτη
  Νότιο Αιγαίο
  Πελοπόννησος
  Στερεά Ελλάδα

to WEB_SEARCH
do set ActivityStarter1.Action to android.intent.action.WEB
set ActivityStarter1.ExtraKey to query
set ActivityStarter1.ExtraValue to get x
call ActivityStarter1.StartActivity

when Button2.Click
do open another screen screenName Screen1

when Button1.Click
do set PhoneCall1.PhoneNumber to TextBox1.Text
call PhoneCall1.MakePhoneCall
```

```

when ListPicker1 . AfterPicking
do
  if not get global indexer
  then
    set global category to ListPicker1 . Selection
    if get global category = Ανατολική Μακεδονία & Θράκη
    then
      set ListPicker1 . Elements to make a list
      Αλεξανδρούπολη
      Δράμα
      Καβάλα
      Κομοτηνή
      Ξάνθη
    else if get global category = Κεντρική Μακεδονία
    then
      set ListPicker1 . Elements to make a list
      Βέροια
      Έδεσσα
      Θεσσαλονίκη
      Κατερίνη
      Κιλκίς
      Πολύγυρος
      Σέρρες
    else if get global category = Δυτική Μακεδονία
    then
      set ListPicker1 . Elements to make a list
      Γρεβενά
      Καστοριά
      Κοζάνη
      Φλώρινα
    else if get global category = Ηπειρος
    then
      set ListPicker1 . Elements to make a list
      Άρτα
      Ηγουμενίτσα
      Ιωάννινα
      Πρέβεζα
    else if get global category = Θεσσαλία
    then

```

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 Show Warnings

```

else if [get global category] = [Θεσσαλία]
then set [ListPicker1] . Elements to [make a list]
    [Βόλος]
    [Καρδίτσα]
    [Λάρισα]
    [Τρίκαλα]

else if [get global category] = [Στερεά Ελλάδα]
then set [ListPicker1] . Elements to [make a list]
    [Αμφισσα]
    [Καρπενήσι]
    [Λαμία]
    [Λιβαδειά]
    [Χαλκίδα]

else if [get global category] = [Ιόνιοι Νησοί]
then set [ListPicker1] . Elements to [make a list]
    [Αργολίδα]
    [Ζάκυνθος]
    [Κέρκυρα]
    [Λευκάδα]

else if [get global category] = [Δυτική Ελλάδα]
then set [ListPicker1] . Elements to [make a list]
    [Μεσολόγγι]
    [Πάτρα]
    [Πύργος]

else if [get global category] = [Πελοπόννησος]
then set [ListPicker1] . Elements to [make a list]
    [Καλαμάτα]
    [Κόρινθος]
    [Ναύπλιο]
    [Σπάρτη]
    [Τρίπολη]

else if [get global category] = [Άπικη]
then set [ListPicker1] . Elements to [make a list]
    [Αθήνα]

```

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 Show Warnings

```
else if get global category = Αττική
then set ListPicker1 . Elements to make a list
    Αθήνα
    Ελευσίνα
    Παλλήνη
    Πειραιάς

else if get global category = Βόρειο Αιγαίο
then set ListPicker1 . Elements to make a list
    Μυτιλήνη
    Σάμος
    Χίος

else if get global category = Νότιο Αιγαίο
then set ListPicker1 . Elements to make a list
    Ερμούπολη
    Ρόδος

else if get global category = Κρήτη
then set ListPicker1 . Elements to make a list
    Άγιος Νικόλαος
    Ηράκλειο
    Ρέθυμνο
    Χανιά

call ListPicker1 . Open
set global indexer to true

else set global sub_category to ListPicker1 . Selection
set ListPicker1 . Elements to make a list
    Ανατολική Μακεδονία & Θράκη
    Αττική
    Βόρειο Αιγαίο
    Δυτική Ελλάδα
    Δυτική Μακεδονία
    Ήπειρος
    Θεσσαλία
```

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Show Warnings

```

    * Ιόνιοι Νησοί *
    * Κεντρική Μακεδονία *
    * Κρήτη *
    * Νότιο Αιγαίο *
    * Πελοπόννησος *
    * Στερεά Ελλάδα *
if [get global sub_category] = * Αλεξανδρούπολη *
then set TextBox1 . Text to [join * 2551351000 *
else if [get global sub_category] = * Δρόμοι *
then set TextBox1 . Text to [join * 2521350400 *
else if [get global sub_category] = * Καβάλα *
then set TextBox1 . Text to [join * 2513501100 *
else if [get global sub_category] = * Κομοτηνή *
then set TextBox1 . Text to [join * 2531351100 *
else if [get global sub_category] = * Ξάνθη *
then set TextBox1 . Text to [join * 2541351100 *
else if [get global sub_category] = * Βέροια *
then set TextBox1 . Text to [join * 2331351100 *
else if [get global sub_category] = * Έδεσσα *
then set TextBox1 . Text to [join * 2381350100 *
else if [get global sub_category] = * Θεσσαλονίκη *
then set TextBox1 . Text to [join * 2313303110 *
else if [get global sub_category] = * Κατερίνη *
then set TextBox1 . Text to [join * 2351350200 *
else if [get global sub_category] = * Κιλκίς *
then

```

⚠ 0 ✖ 0
Show Warnings

Viewer

```
then set TextBox1.Text to join " 2351350200"
else if get global sub_category = "Κιλκίς"
then set TextBox1.Text to join " 2341351400"
else if get global sub_category = "Πολύγυρος"
then set TextBox1.Text to join " 2371350100"
else if get global sub_category = "Σέρρες"
then set TextBox1.Text to join " 2321094500"
else if get global sub_category = "Γρεβενά"
then set TextBox1.Text to join " 2462350100"
else if get global sub_category = "Καστοριά"
then set TextBox1.Text to join " 2467350800"
else if get global sub_category = "Κοζάνη"
then set TextBox1.Text to join " 2461352800"
else if get global sub_category = "Φλώρινα"
then set TextBox1.Text to join " 2385350100"
else if get global sub_category = "Άρτα"
then set TextBox1.Text to join " 2681022222"
else if get global sub_category = "Ηγουμενίτσα"
then set TextBox1.Text to join " 2684022203"
else if get global sub_category = "Ιωάννινα"
then set TextBox1.Text to join " 2651099111"
else if get global sub_category = "Πρέβεζα"
then set TextBox1.Text to join " 2682361390"
else if get global sub_category = "Βόλος"
then set TextBox1.Text to join " 2682361390"
```

⚠ 0 ✖ 0
Show Warnings


```

else if get global sub_category = Βόλος
then set TextBox1.Text to join "2421351000"
else if get global sub_category = Καρδίτσα
then set TextBox1.Text to join "2441351555"
else if get global sub_category = Λάρισα
then set TextBox1.Text to join "2413501000"
else if get global sub_category = Τρίκαλα
then set TextBox1.Text to join "2431350100"
else if get global sub_category = Άμφισσα
then set TextBox1.Text to join "2265022222"
else if get global sub_category = Καρπενήσι
then set TextBox1.Text to join "2237350100"
else if get global sub_category = Λαμία
then set TextBox1.Text to join "2231358000"
else if get global sub_category = Λιβαδειά
then set TextBox1.Text to join "2261084100"
else if get global sub_category = Χαλκίδα
then set TextBox1.Text to join "2221350100"
else if get global sub_category = Αργοστόλι
then set TextBox1.Text to join "2671361100"
else if get global sub_category = Ζάκυνθος
then set TextBox1.Text to join "2695360500"
else if get global sub_category = Κέρκυρα
then set TextBox1.Text to join "2661360400"
else if

```

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 Show Warnings

```
then set TextBox1.Text to join "2695380500"
else if get global sub_category = "Κέρκυρα"
then set TextBox1.Text to join "2661380400"
else if get global sub_category = "Λευκάδα"
then set TextBox1.Text to join "2646380200"
else if get global sub_category = "Μισολόγγι"
then set TextBox1.Text to join "2631380100"
else if get global sub_category = "Πάτρα"
then set TextBox1.Text to join "2613803000"
else if get global sub_category = "Πύργος"
then set TextBox1.Text to join "2621381100"
else if get global sub_category = "Καλαμάτα"
then set TextBox1.Text to join "2721048000"
else if get global sub_category = "Κόρινθος"
then set TextBox1.Text to join "2741381400"
else if get global sub_category = "Ναύπλιο"
then set TextBox1.Text to join "2752381100"
else if get global sub_category = "Σπάρτη"
then set TextBox1.Text to join "2732380100"
else if get global sub_category = "Τρίπολη"
then set TextBox1.Text to join "2713801700"
else if get global sub_category = "Αθήνα"
then set TextBox1.Text to join "2132032000"
else if get global sub_category = "Ελευσίνα"
then set TextBox1.Text to join "2132032000"
```



Show Warnings

```
then set TextBox1 . Text to join '2108864840'
else if get global sub_category = 'Παιδιάς'
then set TextBox1 . Text to join '2132081000'
else if get global sub_category = 'Μυμλήνη'
then set TextBox1 . Text to join '2251057700'
else if get global sub_category = 'Σάμος'
then set TextBox1 . Text to join '2273083100'
else if get global sub_category = 'Χίος'
then set TextBox1 . Text to join '2271350100'
else if get global sub_category = 'Ερμούπολη'
then set TextBox1 . Text to join '2281360500'
else if get global sub_category = 'Ρόδος'
then set TextBox1 . Text to join '2241360000'
else if get global sub_category = 'Άγιος Νικόλαος'
then set TextBox1 . Text to join '2841343000'
else if get global sub_category = 'Ηράκλειο'
then set TextBox1 . Text to join '2813408000'
else if get global sub_category = 'Ρέθυμνο'
then set TextBox1 . Text to join '2831342100'
else if get global sub_category = 'Χανιά'
then set TextBox1 . Text to join '2821342000'
set global indexer to false
```



0

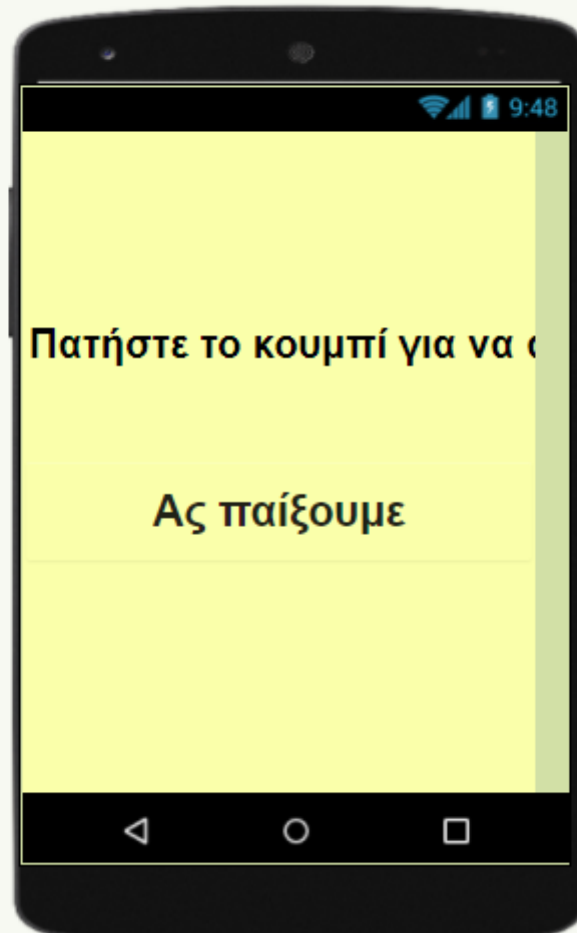


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Show Warnings

Display hidden components in Viewer

Phone size (505,320) ▾

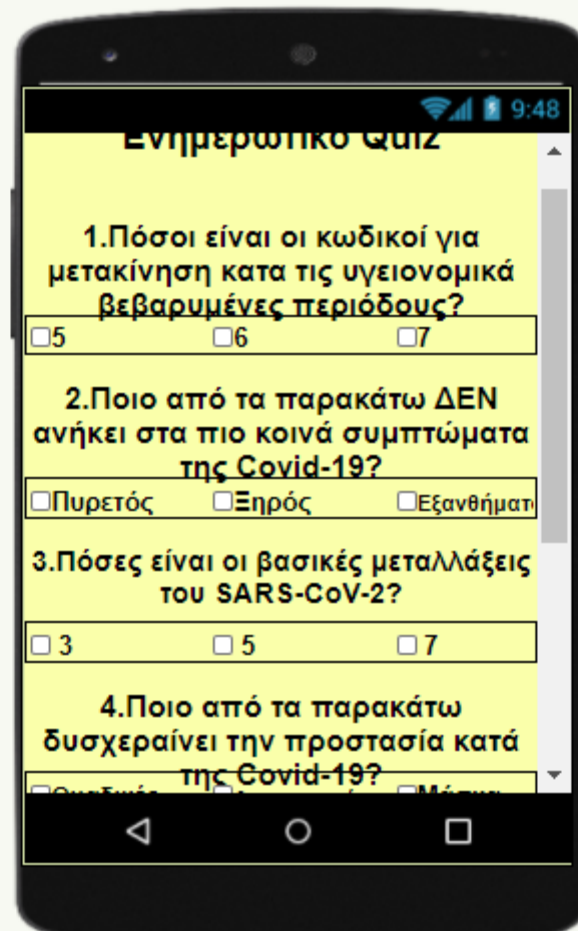


```
when Button1.Click  
do open another screen screenName " Quiz2 "
```

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Show Warnings

Display hidden components in Viewer

Phone size (505,320) ▾



```
initialize global m1 to 0
initialize global m2 to 0
initialize global m3 to 0
initialize global m4 to 0
initialize global m5 to 0

when Checkbox1 .Changed
do
  set Checkbox2 . Checked to false
  set Checkbox3 . Checked to false
  set global m1 to 1
  set global m5 to 0
  if get global m5 == 5
  then set Button1 . Enabled to true

when Checkbox2 .Changed
do
  set Checkbox1 . Checked to false
  set Checkbox3 . Checked to false
  set global m1 to 1
  set global m5 to 0
  if get global m5 == 5
  then set Button1 . Enabled to true

when Checkbox3 .Changed
do
  set Checkbox1 . Checked to false
  set Checkbox2 . Checked to false
  set global m1 to 1
  set global m5 to 0
  if get global m5 == 5
  then set Button1 . Enabled to true

when Checkbox4 .Changed
do
  set Checkbox5 . Checked to false
  set Checkbox6 . Checked to false
  set global m2 to 1
  set global m5 to 0
  if get global m5 == 5
  then set Button1 . Enabled to true
```

```
when Checkbox5 .Changed
do
  set Checkbox4 . Checked to false
  set Checkbox6 . Checked to false
  set global m2 to 1
  set global m5 to 0
  if get global m5 == 5
  then set Button1 . Enabled to true

when Checkbox6 .Changed
do
  set Checkbox4 . Checked to false
  set Checkbox5 . Checked to false
  set global m2 to 1
  set global m5 to 0
  if get global m5 == 5
  then set Button1 . Enabled to true

when Checkbox7 .Changed
do
  set Checkbox8 . Checked to false
  set Checkbox9 . Checked to false
  set global m3 to 1
  set global m5 to 0
  if get global m5 == 5
  then set Button1 . Enabled to true

when Checkbox8 .Changed
do
  set Checkbox7 . Checked to false
  set Checkbox9 . Checked to false
  set global m3 to 1
  set global m5 to 0
  if get global m5 == 5
  then set Button1 . Enabled to true

when Checkbox9 .Changed
do
  set Checkbox7 . Checked to false
  set Checkbox8 . Checked to false
  set global m3 to 1
  set global m5 to 0
  if get global m5 == 5
  then set Button1 . Enabled to true
```

0 0
Show Warnings

```
when CheckBox11 -> .Changed
do
  set CheckBox10 -> .Checked -> to false ->
  set CheckBox12 -> .Checked -> to false ->
  set global m14 -> to 1
  set global m15 -> to 0 + get global m1 -> + get global m2 -> + get global m3 -> + get global m4 -> + get global m5 ->
  if get global m15 -> == 0
  then set Button1 -> .Enabled -> to true ->

when CheckBox12 -> .Changed
do
  set CheckBox10 -> .Checked -> to false ->
  set CheckBox11 -> .Checked -> to false ->
  set global m14 -> to 1
  set global m15 -> to 0 + get global m1 -> + get global m2 -> + get global m3 -> + get global m4 -> + get global m5 ->
  if get global m15 -> == 0
  then set Button1 -> .Enabled -> to true ->

when CheckBox13 -> .Changed
do
  set CheckBox14 -> .Checked -> to false ->
  set CheckBox15 -> .Checked -> to false ->
  set global m15 -> to 1
  set global m16 -> to 0 + get global m1 -> + get global m2 -> + get global m3 -> + get global m4 -> + get global m5 ->
  if get global m16 -> == 0
  then set Button1 -> .Enabled -> to true ->

when CheckBox14 -> .Changed
do
  set CheckBox13 -> .Checked -> to false ->
  set CheckBox15 -> .Checked -> to false ->
  set global m15 -> to 1
  set global m16 -> to 0 + get global m1 -> + get global m2 -> + get global m3 -> + get global m4 -> + get global m5 ->
  if get global m16 -> == 0
  then set Button1 -> .Enabled ->
```



```
when Button1 .Click
do
  if CheckBox2 .Checked
  then set global mA7 to (get global mA7) + 1
  if CheckBox5 .Checked
  then set global mA7 to (get global mA7) + 1
  if CheckBox7 .Checked
  then set global mA7 to (get global mA7) + 1
  if CheckBox10 .Checked
  then set global mA7 to (get global mA7) + 1
  if CheckBox14 .Checked
  then set global mA7 to (get global mA7) + 1
  set Label4 .Visible to false
  set HorizontalArrangement2 .Visible to false
  set Label6 .Visible to false
  set HorizontalArrangement3 .Visible to false
  set Label8 .Visible to false
  set HorizontalArrangement1 .Visible to false
  set Label10 .Visible to false
  set HorizontalArrangement4 .Visible to false
  set Label12 .Visible to false
  set HorizontalArrangement5 .Visible to false
  set Button1 .Text to "0"
  set Label15 .Visible to true
  set Button2 .Visible to true
  set Label14 .Visible to true
  set Button3 .Visible to true
  if (get global mA7) = 0
  then set TextBox1 .Visible to true
     set TextBox1 .Text to "Bpřevzet 0/5"
  else if (get global mA7) = 1
  then set TextBox1 .Visible to true
     set TextBox1 .Text to "Bpřevzet 1/5"
```

```
when Button2 .Click
do open another screen screenName "Quiz"
```

```
when Button3 .Click
do open another screen screenName "Screen1"
```

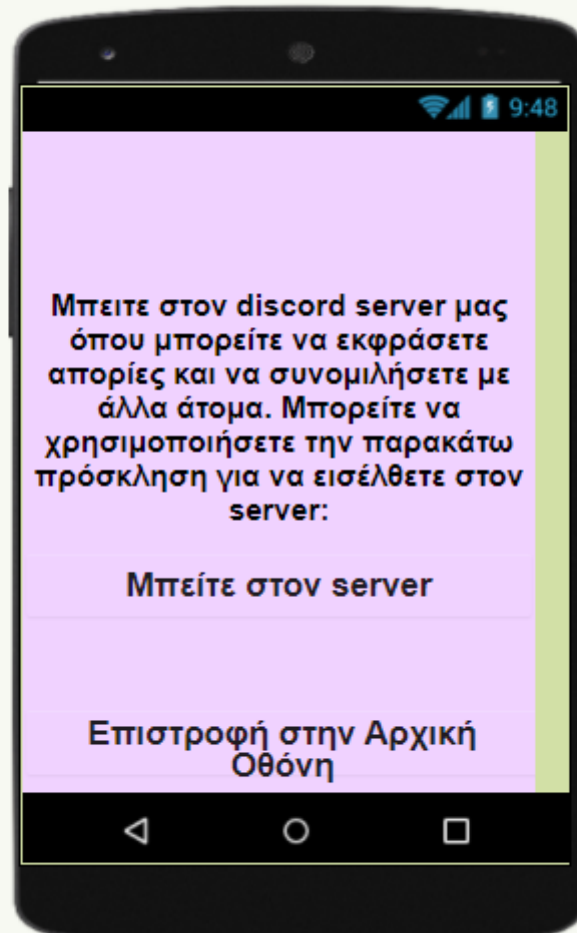
Warning icons: a yellow triangle with an exclamation mark and a red circle with an 'X', both followed by the number '0'. Below them is a button labeled "Show Warnings".

```
get global m17 = 0
then
  set TextBox1 . Visible to true
  set TextBox1 . Text to "Bprkate 0/5"
else if
  get global m17 = 1
then
  set TextBox1 . Visible to true
  set TextBox1 . Text to "Bprkate 1/5"
else if
  get global m17 = 2
then
  set TextBox1 . Visible to true
  set TextBox1 . Text to "Bprkate 2/5"
else if
  get global m17 = 3
then
  set TextBox1 . Visible to true
  set TextBox1 . Text to "Bprkate 3/5"
else if
  get global m17 = 4
then
  set TextBox1 . Visible to true
  set TextBox1 . Text to "Bprkate 4/5"
else
  set TextBox1 . Visible to true
  set TextBox1 . Text to "Bprkate 5/5"
```

▲ 0 ▲ 0
▼ 0 ▼ 0
Show Warnings

Display hidden components in Viewer

Phone size (505,320) ▾



Non-visible components



```
when Button2 .Click  
do open another screen screenName " Screen1 "
```

```
when Button3 .Click  
do set ActivityStarter1 . DataUri to " https://discord.gg/J8qZ8JhN7m "  
call ActivityStarter1 .StartActivity
```



Show Warnings

Display hidden components in Viewer

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Viewer

when Button1 .Click
do open another screen screenName "Screen1"

Show Warnings

