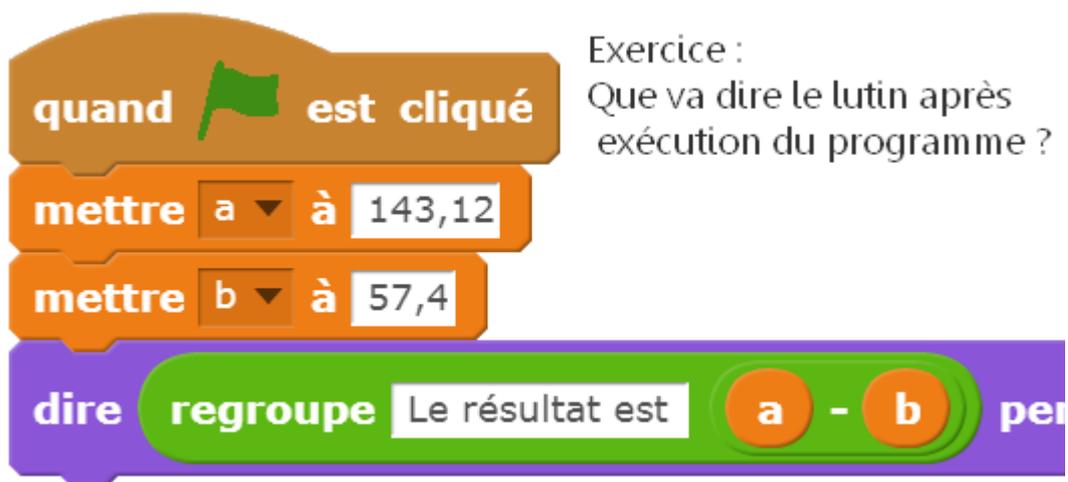


Exercice 3 : calculs et scratch



The image shows a Scratch script with the following blocks:

- quand** (when) **est cliqué** (clicked) (green flag icon)
- mettre** (set) **a** (variable) **à** (to) **143,12**
- mettre** (set) **b** (variable) **à** (to) **57,4**
- dire** (say) **regroupe** (group) **Le résultat est** (The result is) **a - b** (a minus b) **per** (seconds)

Exercice :
Que va dire le lutin après
exécution du programme ?