

Drawing with Coordinates

Go To X Y

The go to x y block makes the sprite move to the x and y coordinates you provide. It has 2 variables:

- 1. You can change the position on the x axis.
- 2. You can change the position on the <u>y axis</u>.

Go To X Y





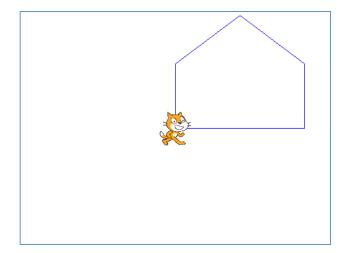


If the sprite has the pen down while it moves, it will draw a line from where it **starts** to where it **ends**.

You may find it helpful to change the <u>background</u> on the stage by adding the x and y axes.

If you don't want the sprite to draw a line when it moves, you need to make sure to have it lift the pen up.

Drawing a house with coordinates!



What to do:

- Have the sprite put the pen down and start at (0,0).
- 2. Have the sprite move to (0,100).
- 3. Have the sprite move to (100,175).
- 4. Have the sprite move to (200, 100).
- 5. Have the sprite move to (<u>200,0</u>).
- 6. Have the sprite move back to (0,0).

```
pen down

go to x: 0 y: 0

clear

go to x: 0 y: 100

go to x: 100 y: 175

go to x: 200 y: 100

go to x: 200 y: 0

go to x: 0 y: 0
```