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A. The sprite would say "Tiger" forever.
B. The sprite would say "Panda" and "Tiger" at the same time forever.
C. The sprite would alternate between saying "Panda" and "Tiger" forever.
D. The sprite would say "Tiger" then "Panda" once.
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Recap

• the windows
• reporters
  – click to see value
  – use where value expected
• the coord system
• basic blocks (motion, looks)
• forever
• multiple sprites
• operator blocks (+,-,/,* etc.)
• saving files (cloud and xml)
Preview

• repeat
• for
• variable (in the for block)
• custom blocks
• block parameters
• random numbers