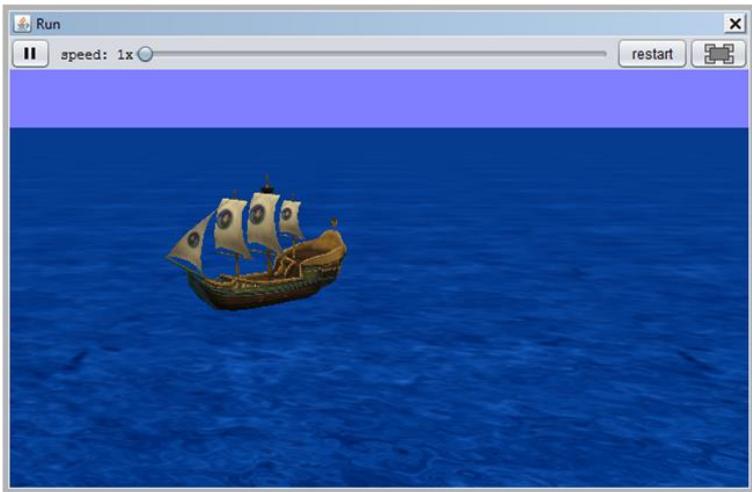


2. Piratski brod se nalazi na sred okeana. Strelicama na tastaturi, igrač može da pomera brod napred, kao i da ga okreće na levo i na desno.



Rešenje:

Potrebno je da se obezbedi osluškivač događaja koji će da oslučkuje da li je pritisnut taster na tastaturi i da izvrši odgovarajuću reakciju.

The image shows the Scratch script editor with two scripts:

Scene script:

```
class Scene extends SScene
  procedures
    performCustomSetup
    initializeEventListeners
    myFirstMethod
  end
end
```

The "initializeEventListeners" procedure is highlighted with a red box.

Scene script (cont.):

```
this addSceneActivationListener
declare procedure sceneActivated
do in order
  [this v myFirstMethod]
end

this addArrowKeyPressListener add detail
declare procedure arrowKeyPressed [e getTurnDirection v ???] [e getKey key: v ???]
do in order
  if [e isKey UP v] is true then
    [this.pirateShip move FORWARD v 1.0 add detail]
  else
    if [e isKey LEFT v] is true then
      [this.pirateShip turn LEFT v 0.125 add detail]
    else
      if [e isKey RIGHT v] is true then
        [this.pirateShip turn RIGHT v 0.125 add detail]
      else
        [drop statement here]
      end
    end
  end
end
```