

# Sequence

A set of instructions that follow each other

```
when a key pressed
pen down
move 100 steps
turn 90 degrees
move 100 steps
turn 90 degrees
move 100 steps
pen up
```

Programming sequences start at the top and go the to the bottom.

This sequence produced this screen output



Sequences can be in the wrong order. You can drag them out and click on them to run them one at a time.

```
when a key pressed
pen down
move 100 steps
turn 90 degrees
move 100 steps
turn 90 degrees
move 100 steps
pen up
```

## Timing on some sequences is important

```
when clicked
say Why did the Scratch cat cross the road? for 2 secs
wait 2 secs
say To get to the other side! for 2 secs
```



```
when clicked
wait 2 secs
say I don't know. for 2 secs
wait 2 secs
say oh! for 2 secs
```



These two sprites are having a chat using two sequences of say and wait commands. Both sequences start at the same time.

When the cat is talking (say) the girl is waiting (wait).

All programming languages use sequence.