

The image displays the Scratch software interface for a project titled "mon store avec bouton (2)".

Annotations in the Stage:

- 1:** Points to the "Objets" (Sprites) panel, which contains "Scène 2 décor", "vent", and "Utilisateur".
- 2:** Points to the "Tester" button in the top right corner of the stage.
- 3:** Points to the "Lire l'état logique" (Read logical state) blocks in the script editor.
- 4:** Points to the "Ouvrir" (Open) and "Vent" (Wind) sliders in the stage.

Script Editor:

The script editor shows a sequence of blocks for the "Utilisateur" sprite:

- Annotations 2 and 3:** A yellow "quand est cliqué" (when clicked) block followed by a yellow "répéter indéfiniment" (repeat forever) loop.
- Inside the loop:
 - Two yellow "si alors" (if then) blocks.
 - An orange "mettre Ouvrir à 1" (set Open to 1) block.
 - Two green "= 1" (is 1) blocks.
 - A blue "Lire l'état logique bouton d'ouverture sur la broche D2" (read logical state of open button on pin D2) block.
 - A blue "Lire l'état logique bouton de fermeture sur la broche D6" (read logical state of close button on pin D6) block.
- Below the loop, several blue movement and control blocks:
 - "avancer de 10" (move forward 10)
 - "tourner de 15 degrés" (turn 15 degrees)
 - "tourner de 15 degrés" (turn 15 degrees)
 - "s'orienter à 90 degrés" (turn to 90 degrees)
 - "s'orienter vers" (turn towards)
 - "aller à x: 138 y: -38" (go to x: 138 y: -38)
 - "aller à pointeur de souris" (go to mouse pointer)
 - "glisser en 1 secondes à x: 138 y: -38" (slide in 1 seconds to x: 138 y: -38)
 - "ajouter 10 à x" (add 10 to x)
 - "donner la valeur 0 à x" (set x to 0)
 - "ajouter 10 à y" (add 10 to y)
 - "donner la valeur 0 à y" (set y to 0)
 - "rebondir si le bord est atteint" (bounce if edge reached)