

Scratch Encryption

- To Encrypt the message we are going to show the message back to front.
- The first letter becomes the last. The second letter becomes the second last etc.
- Hello
- Becomes
- olleH

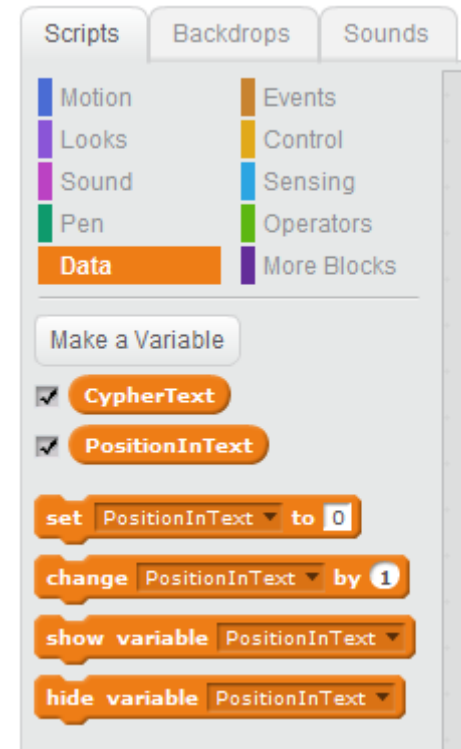
Scratch Encryption

- Step 1 Create a new sprite



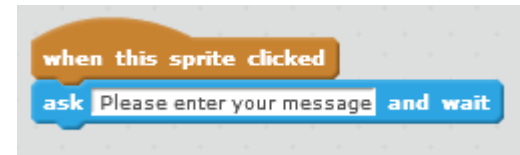
Scratch Encryption

- Step 2 Create Variables
- The variable “CypherText” will contain the encrypted message.
- The variable “PositionInText” will be used to step through each letter in the message.



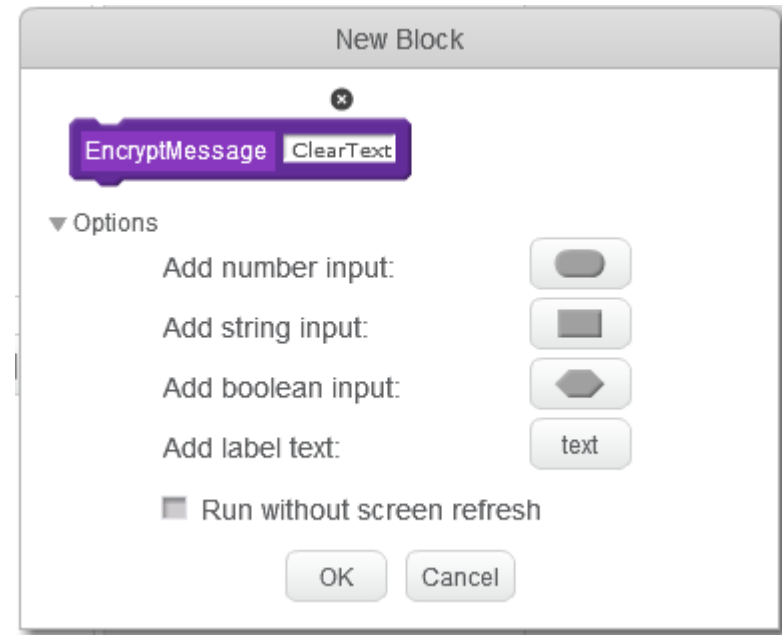
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- Step 3 Enter Message
- Prompt the user to type in the message they want to Encrypt



Scratch Encryption

- Step 4 Create new Block
- In Scratch 2.0 we can create new Code Blocks and pass a parameter to these blocks.
- The new Code Block is called “EncryptMessage”.
- The new parameter is called “ClearText”.



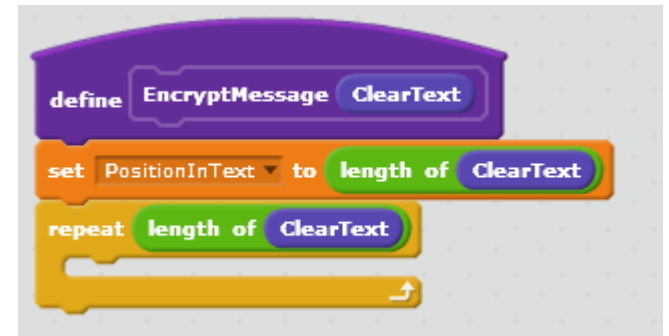
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- Step 5
- Set Variable “PositionInText” to the length of the “ClearText” parameter.
- This makes sure we will start at the end of the message.



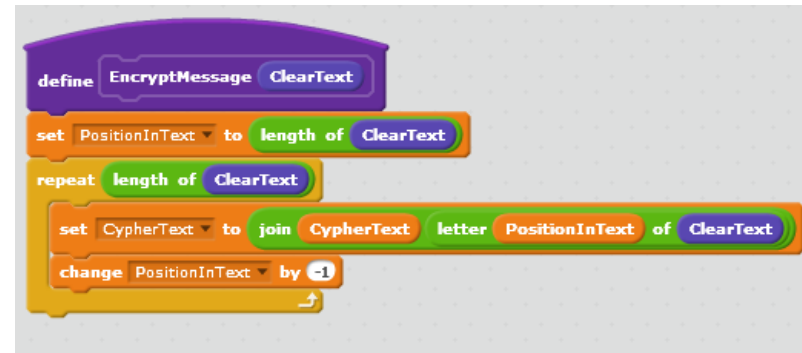
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- Step 6
- Create a repeat loop equal to the length of the “ClearText”



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- Step 7
- Add each letter from the parameter “ClearText” to the variable “CypherText” in reverse order.
- Change “PositionInText” by “-1” to work back to the start of the text.



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- Step 8
- Call the new Data Block “EncryptMessage”.
- Pass in the variable “answer” to the new Data Block.



Scratch Encryption

- Step 9
- Show the Encrypted message

