

## JAK ULOŽIT SOUBOR

Červeně zakroužkováno je místo kde napíšete název programu. Pokud chcete uložit pak soubor, zvolte roletové menu Soubor -> Uložit soubor do počítače.

The screenshot displays the mBlock Python Editor interface. At the top, a blue header bar contains the text 'makeblock | mBlock' on the left, a search bar with the text 'Duch' (circled in red), and buttons for 'Uložit' (Save) and 'Zveřejnit' (Publish) on the right. Below the header, the interface is divided into several sections:

- Left Panel:** Contains a character selection area with 'Ghost1' and 'Blueberry2' (the latter is selected). Below this are 'Postavičky' (Sprites) settings for 'Blueberry2', including X (61), Y (122), Velikost (50), and Směr (90). There are also 'Zobrazit' (Show) and 'Kostýmy' (Costumes) buttons.
- Block Palette:** A vertical list of block categories: Pohyb (Movement), Vzhled (Appearance), Zvuk (Sound), Události (Events), Ovládání (Control), Vnímání (Sensing), Operátory (Operators), Proměnné (Variables), and Moje bloky (My Blocks). Each category has a corresponding icon and a list of available blocks.
- Main Stage:** A grid-based workspace where a script is being built. The script starts with a 'když se klikne na' (when clicked) block, followed by 'nastav velikost na 50%' (set size to 50%), 'jdi na náhodná pozice' (go to random position), and an 'opakuj stále' (repeat) loop. Inside the loop, there is a 'když dotýká se Ghost1?' (when touched by Ghost1?) block, followed by another 'jdi na náhodná pozice' (go to random position) block.