Flying Code Instructions

Explore the following coding instructions to guide your code:

- From the **Events** tab: place "when green flag is clicked" on the coding stage.

- From the **Control** tab: place the "forever" block under the "when green flag is clicked."

- From the **Control** tab: place four different "if/then" blocks nested inside the "forever" block.

- From the **Sensing** tab: place four "key **space** pressed?" blocks on top of the "if/then" blocks (so that they get insert in between the words "if" and "then").

- Change the first "key **space** pressed?" block to "key **right arrow** pressed?" by using the drop-down menu next to the word "space."

- From the **Motion** tab: place the "change **x** by 10" block under the "if key right arrow pressed? then" block.

- Change the second "key **space** pressed?" block to "key **up arrow** pressed?" by using the drop-down menu next to the word "space."

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- From the **Motion** tab: place the "change **y** by **10**" block under the "if key up arrow pressed? then" block.

- Change the third "key **space** pressed?" block to "key **down arrow** pressed?" by using the drop-down menu next to the word "space."

- From the **Motion** tab: place the "change **y** by **10**" block under the "if key down arrow pressed? then" block.

- Change the number in the block "change **y** by **10**" to "**-10**."

- Change the last "key **space** pressed?" block to "key **left arrow** pressed?" by using the drop-down menu next to the word "space."

- From the **Motion** tab: place the "change **x** by **10**" block under the "if key left arrow pressed? then" block.

- Change the number in the block "change **x** by **10**" to "**-10**."