Consider the Scratch script below. You can assume no other scripts are running, no mouse movement.

1) Assume the following starting positions:
   Cat is at x = 0, y = 0, direction = 90
   Mouse pointer is at x = 200, y = 200

Trace the code until the script has completed. Write each step below:
   Set stamina = 60
   Set stride_length = 10
   Set step_counter = 0
   Is step_counter > stamina? Or touching? No
   Move 10 forward
turn counter clockwise
   Move 10 forward
turn clockwise
   Increment step_counter by 2*10 = 20
   Increment stride_length by 10
   Is step_counter > stamina? Or touching? No
   Move 20 forward
turn counter clockwise
   Move 20 forward
turn clockwise
   Increment step_counter by 2*2 = 40
   Increment stride_length by 20
   Is step_counter > stamina? Or touching? No
   Move 40 forward
turn counter clockwise
   Move 40 forward
turn clockwise
   Increment step_counter by 2*40 = 80
   Increment stride_length by 40
   Is step_counter > stamina? YES. “I give up”

What will be the state of the cat and the variables after the script finishes executing?
   x: 0, 10, 30, 70
   y: 0, 10, 30, 70
   direction: 90, 0, 90, 0, 90, 0, 90
   Stamina: 60
   Stride_length: 10, 20, 40, 80
   Step_counter: 0, 20, 60, 140

What does the cat say? I give up