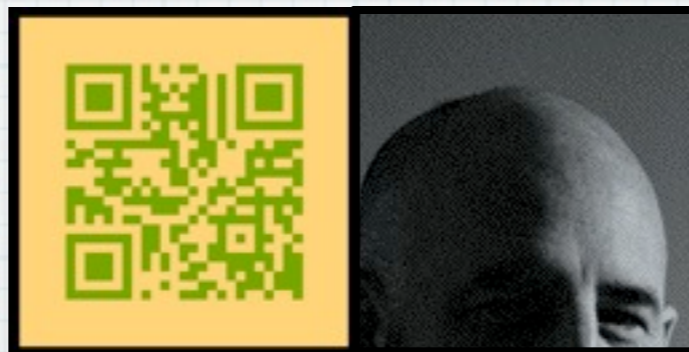


# Scratch Concepts

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## Message



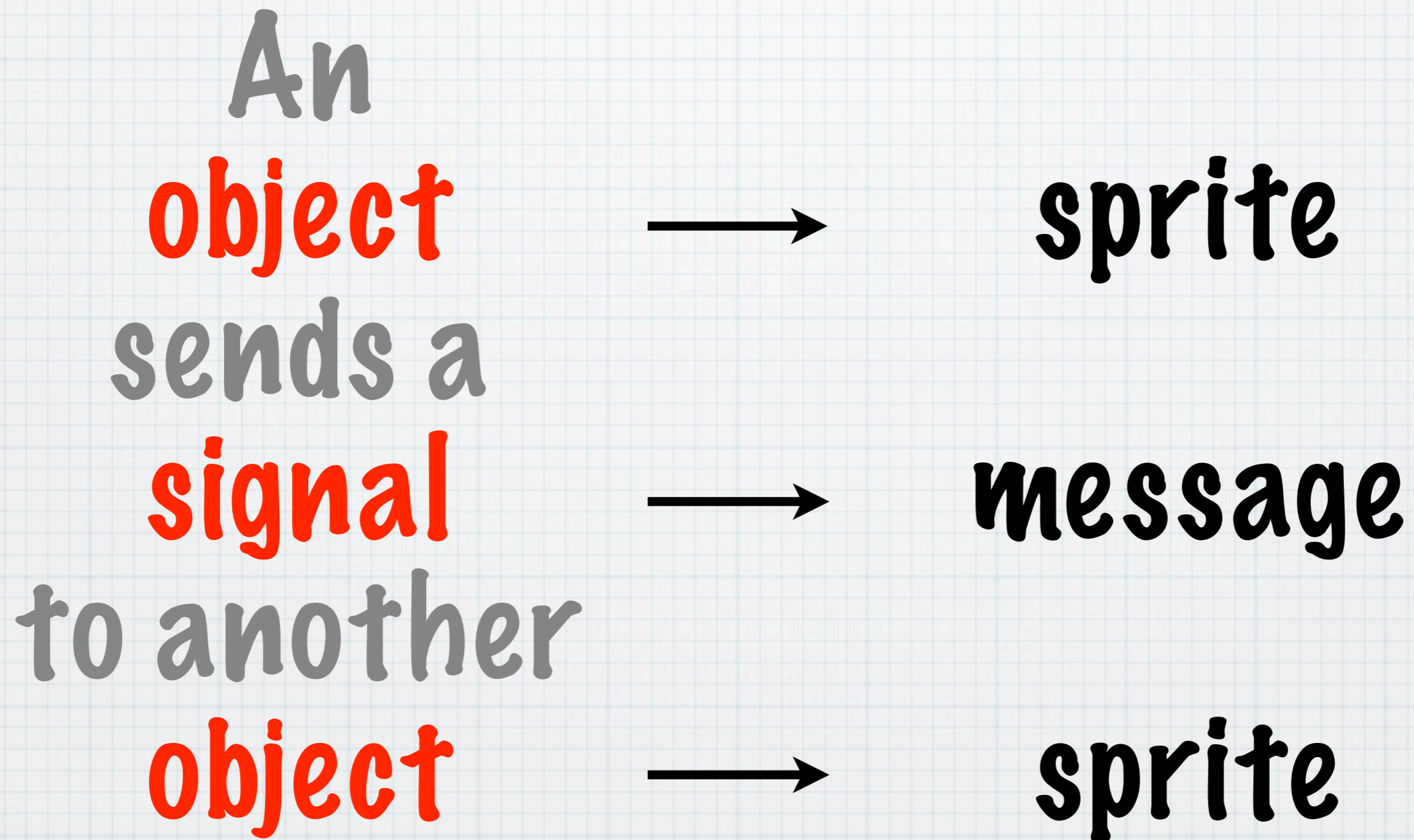
# Message

What is a **Message** ?

# Message

An  
**object**  
sends a  
**signal**  
to another  
**object**

# Message



# Message

**Message passing is like**

- \* Making an **announcement**
- \* Having a **conversation**

# Message

- \* Making an **announcement**

# Message

- \* Making an **announcement**



HEY!



# Message

**Broadcasting**



**HEY !**





# Message

## Broadcasting



HEY!



# Message

- \* Having a **conversation**

# Message

- \* Having a **conversation**



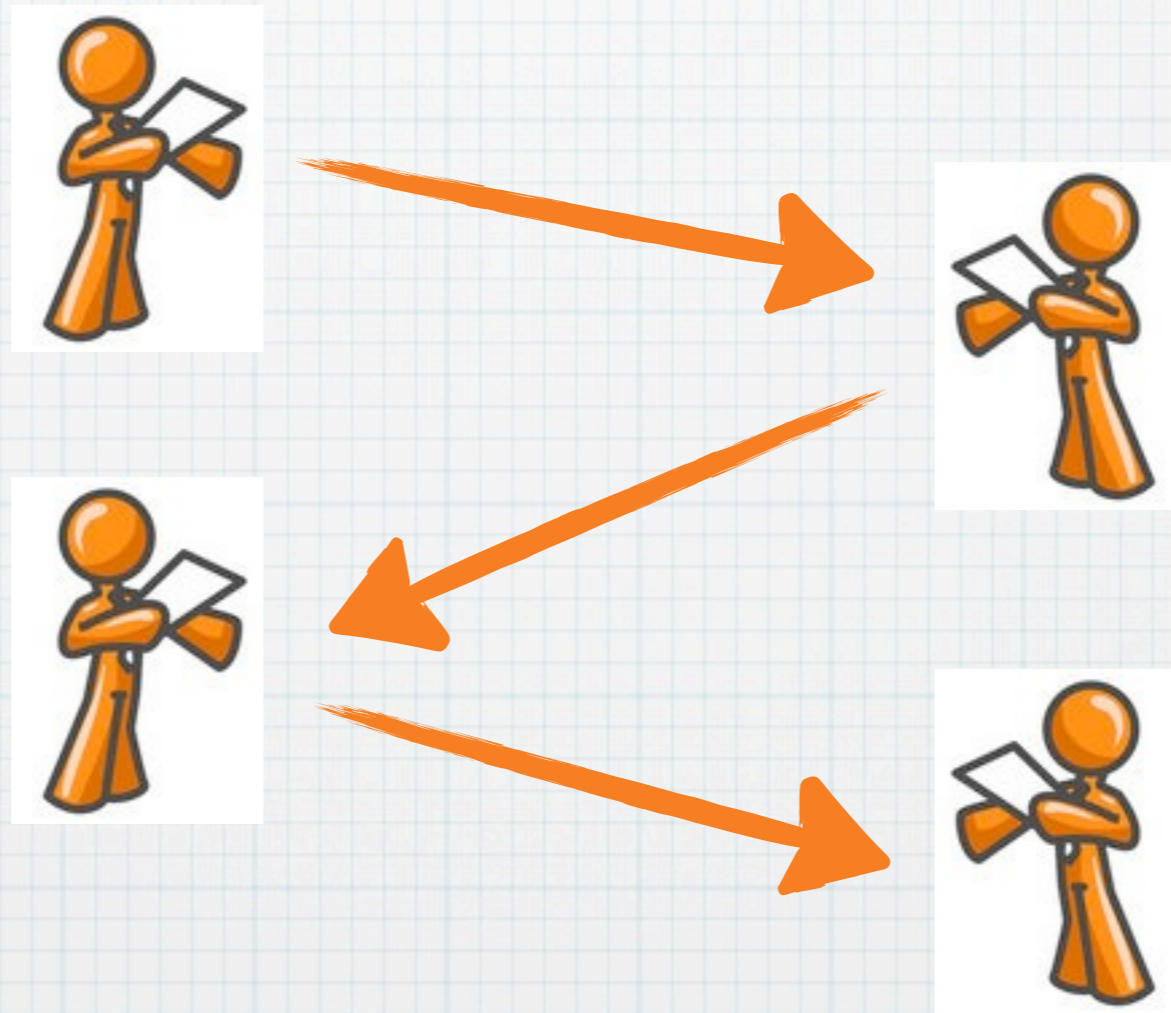
# Message

**Talking**



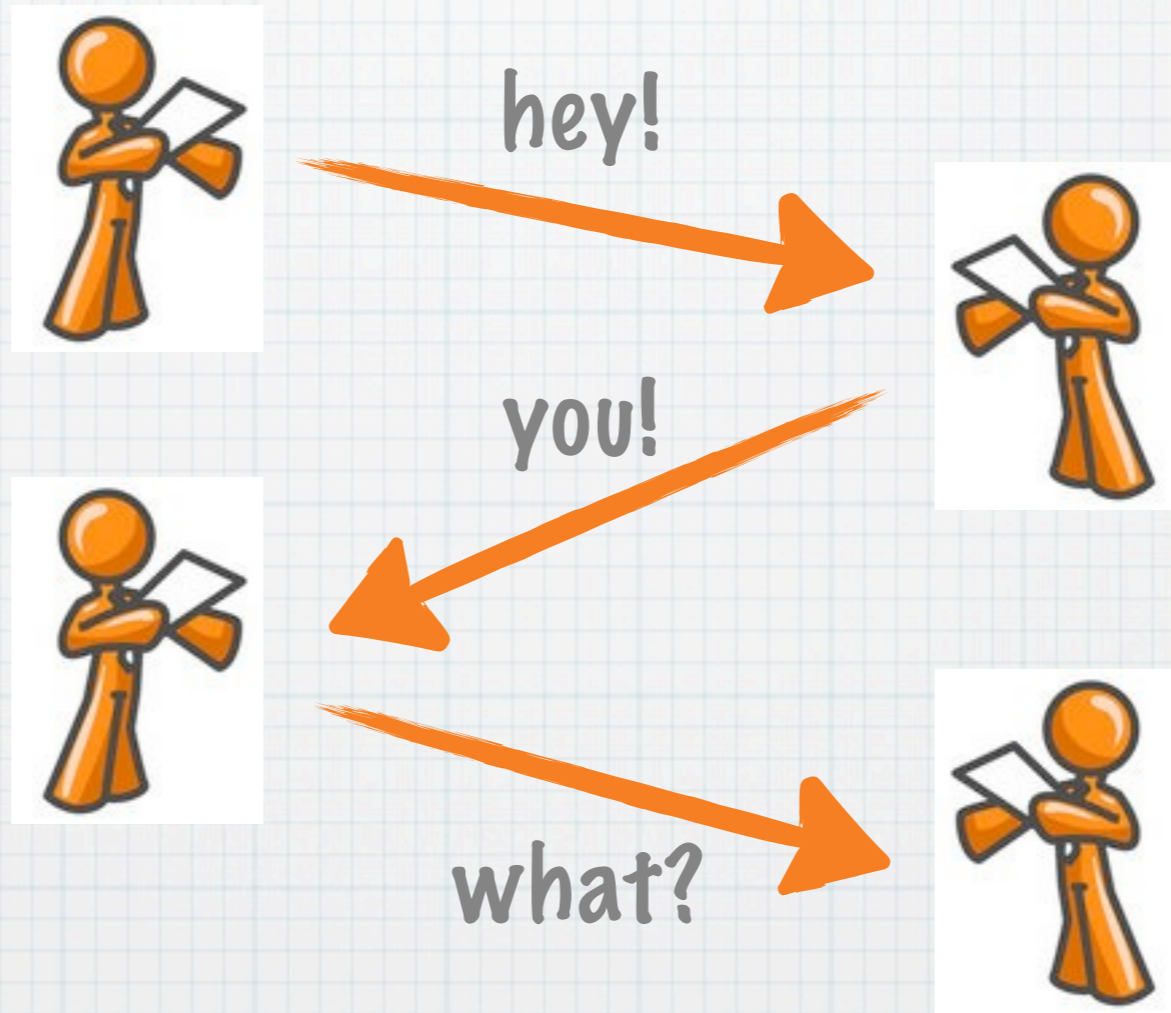
# Message

Talking



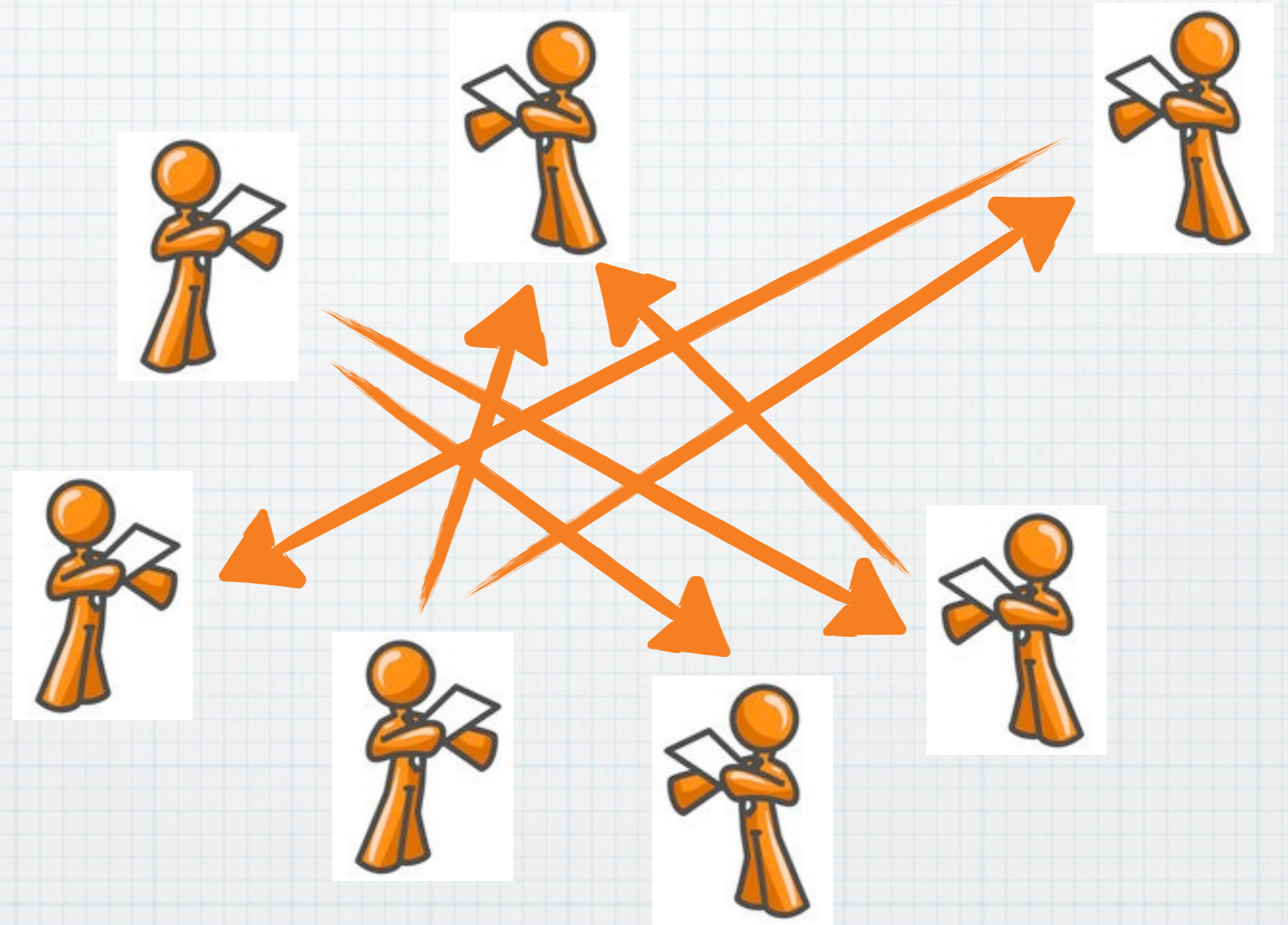
# Message

Talking



# Message

Party



# Message

**Message passing** is a basic tenet of **Object-Oriented Programming (OOP)**

- \* Making **announcements**
- \* Having **conversations**



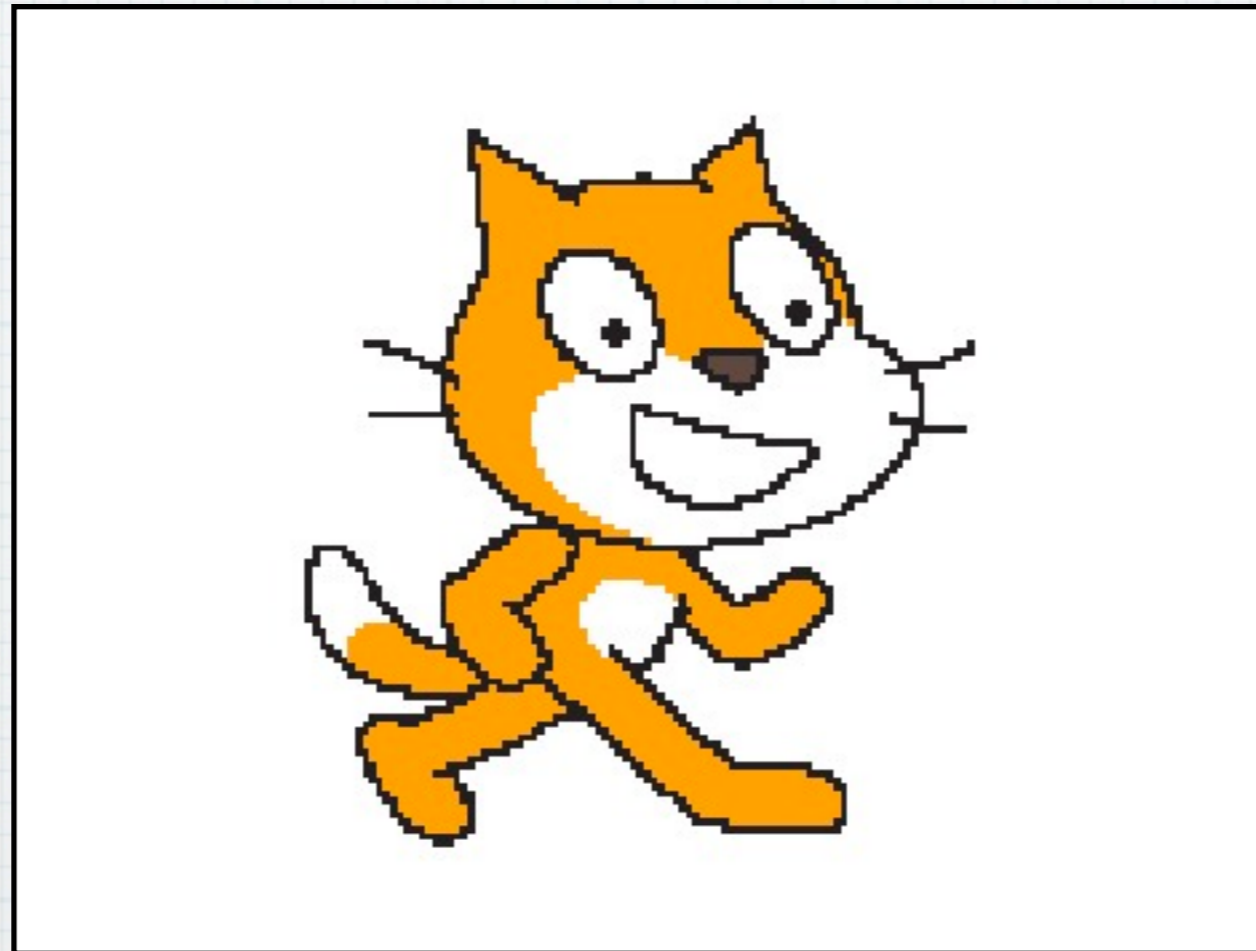
# Message

**OOP** is a more modern paradigm  
than  
**Procedural** Programming

# Message

<b>Procedural</b>	<b>OOP</b>
<b>Basic</b>	<b>C++</b>
<b>FORTRAN</b>	<b>C#</b>
<b>Pascal</b>	<b>Python</b>
<b>C</b>	<b>Java</b>

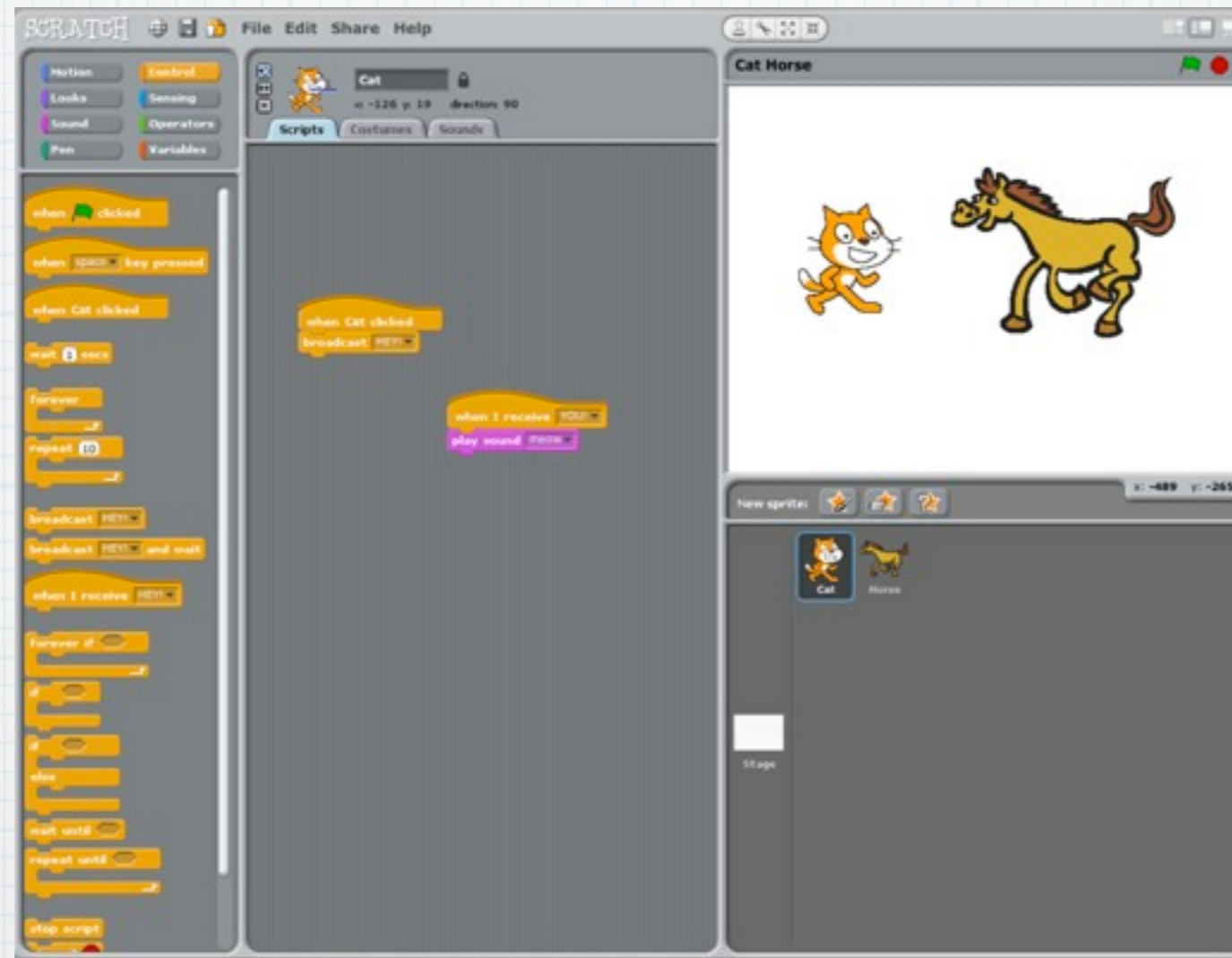
# Message



# Message



# Message



## Cat Horse