

The image displays a Blockly script for a calculator program. The script is organized into several sections, each corresponding to a category in the left-hand sidebar:

- Control:** Terminal receive number (32-bit integer) store in x
- Operators:** xvalue = x
- Strings:** Terminal print text Enter a second Number then a new line (checked), mystring = Enter a second Number
- Values:** run function "start_emic"
- Variables:** run function "send_words"
- Functions:** run function "now_talk"
- Pin states:** Terminal receive number (32-bit integer) store in y
- Communicate:** yvalue = y
- Sensor:** answer = x + y
- Memory:** avalue = answer
- Analog/Pulses:** integer xvalue to string in decimal store in xstring
- Audio:** mystring = xstring
- Servo:** run function "start_emic", run function "send_words"
- Robot:** mystring = plus, run function "send_words"

The script continues with the following steps:

- integer yvalue to string in decimal store in ystring
- mystring = ystring
- run function "send_words"
- mystring = equals
- run function "send_words"
- Terminal print number x as Decimal then a new line
- Terminal print text + then a new line
- Terminal print number y as Decimal then a new line
- Terminal print text = then a new line
- Terminal print number x + y as Decimal then a new line (checked)
- integer avalue to string in decimal store in astring
- mystring = astring
- run function "send_words"
- run function "now_talk"
- pause (ms) 100
- mystring = Bye bye for now
- run function "start_emic"
- run function "send_words"
- run function "now_talk"