


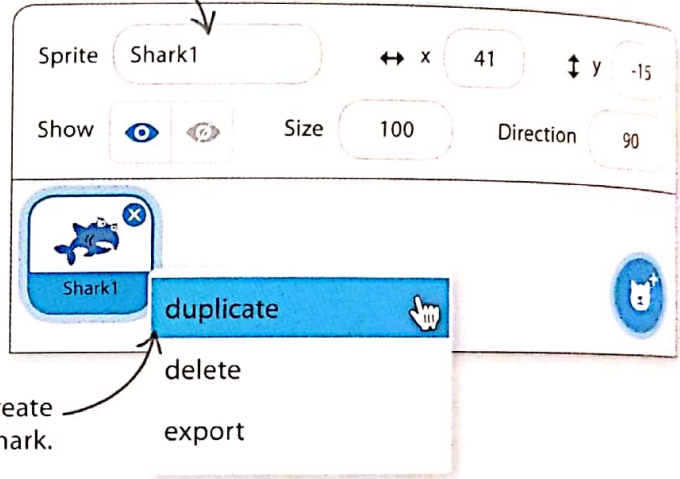
Singing sharks

What's the perfect finishing touch to a birthday surprise? Yes, of course—singing sharks! The two sharks will take turns singing by sending messages to each other after each line of the song.



16 Click the sprite symbol  in the sprites list, and add the Shark2 sprite to the project. You'll need two sharks, so rename the first one Shark1. To create the second shark, right-click (or control-click) on the first shark and select "duplicate". The new sprite will be named Shark2 automatically.

Click here to rename the sprite.



Click here to create the second shark.

17 Now give Shark1 this code. When the project runs, Shark1 is hidden but takes its position in the top left of the stage. When it receives the "Go!" message, it reveals itself and glides down to the bottom of the stage.

```

when clicked
hide
go to x: -165 y: 180
point in direction 90
switch costume to shark2-a
    
```

The shark starts out with a costume that has its mouth closed.

```

when I receive Go!
show
glide 2 secs to x: -165 y: -70
    
```

18 Add this code to Shark2. Run the project to test the sharks.

```

when clicked
hide
go to x: 165 y: 180
set rotation style left-right
point in direction -90
switch costume to shark2-a
    
```

This makes the shark face left.

```

when I receive Go!
show
glide 2 secs to x: 165 y: -70
    
```