

ENREGISTRER RÉGULIÈREMENT SON PROJET

On clique sur « **Enregistrer maintenant** ». Ce bouton n'apparaît que si votre travail est modifié.

The screenshot displays the Scratch editor interface. At the top, a blue navigation bar contains the Scratch logo, a globe icon, and several menu items: 'Fichier', 'Modifier', 'Tutoriels', 'Les conditions de la vie s ...', 'Partager', and 'Voir la page du projet'. On the far right of this bar, the 'Enregistrer maintenant' button is visible, highlighted with a red arrow. Below the navigation bar, the interface is divided into several sections. On the left, there is a 'Code' tab and a 'Costumes' tab. The 'Costumes' tab is active, showing a costume named 'Soleil' with a yellow circle and the text 'Soleil'. Below the costume name are various editing tools like 'Remplissage', 'Contour', 'Grouper', 'Dégrouper', 'Avancer', 'Reculer', 'Avant-plan', 'Arrière-plan', 'Copier', 'Coller', and 'Supprimer'. The main workspace shows a yellow circle with the text 'Soleil' inside, positioned on a light blue grid. To the right of the workspace is a 'Scène' area showing a diagram with a yellow circle labeled 'Soleil' and a blue globe labeled 'terre' connected by a horizontal line. Below the diagram are three purple rectangular boxes. At the bottom right, there is a 'Sprite' panel with a dropdown menu set to 'soleil', and a 'Scène' panel with a dropdown menu set to '1'. The bottom of the interface features a 'Sac à dos' icon and a 'Convertir en bitmap' button.