

This image shows a collection of Scratch code blocks for a drawing program. The blocks are organized into several functional groups:

- Pen Tools (Green):** Includes blocks for setting pen color (with a color picker), setting pen size (to 2), erasing everything, lifting the pen, and setting the pen to drawing position.
- Canvas Navigation (Blue):** Includes blocks for moving the pen (forward, backward, up, down) by a specified number of pixels, and rotating the pen (left, right) by a specified number of degrees.
- Control (Orange):** Includes 'when clicked' blocks, 'repeat' loops (with 'stop' and 'continue' options), and 'go to x: y:' blocks.
- Flow Control (Blue):** Includes 'go to x: y:' blocks and 'repeat' loops.

The blocks are arranged in a grid-like fashion, with some blocks connected to form a sequence. The 'when clicked' blocks are on the left, followed by pen setup blocks at the top. The navigation and control blocks are in the middle and bottom sections. The 'go to x: y:' and 'repeat' blocks are on the right side.