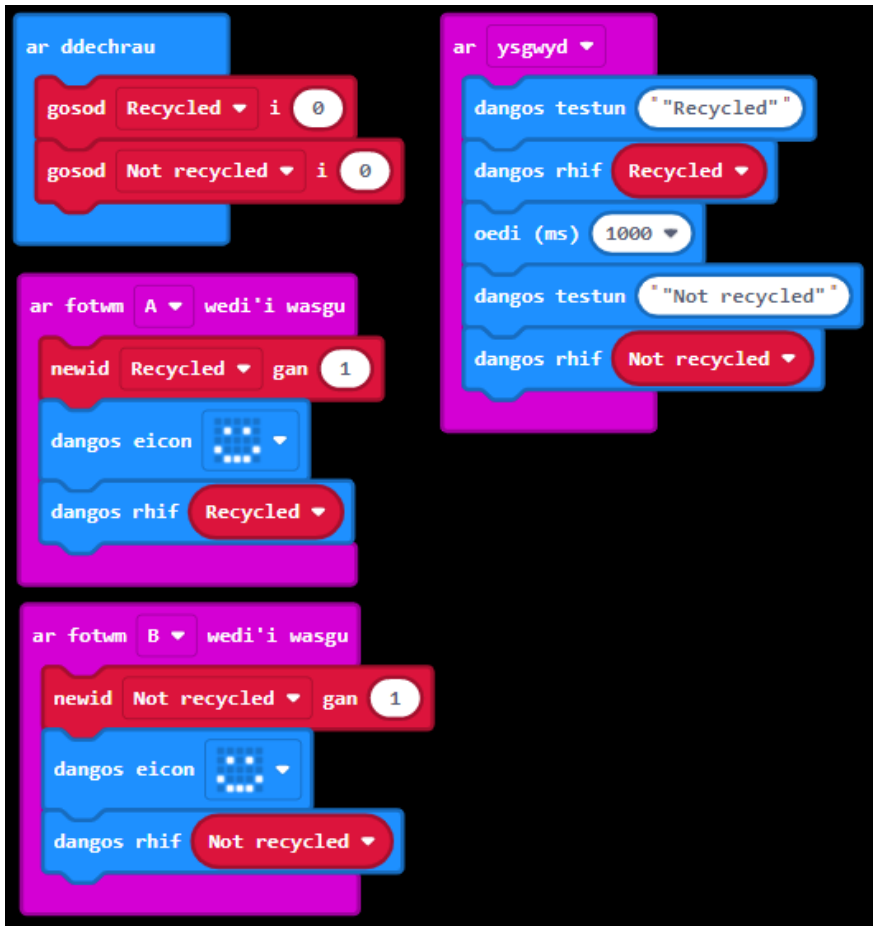


1.



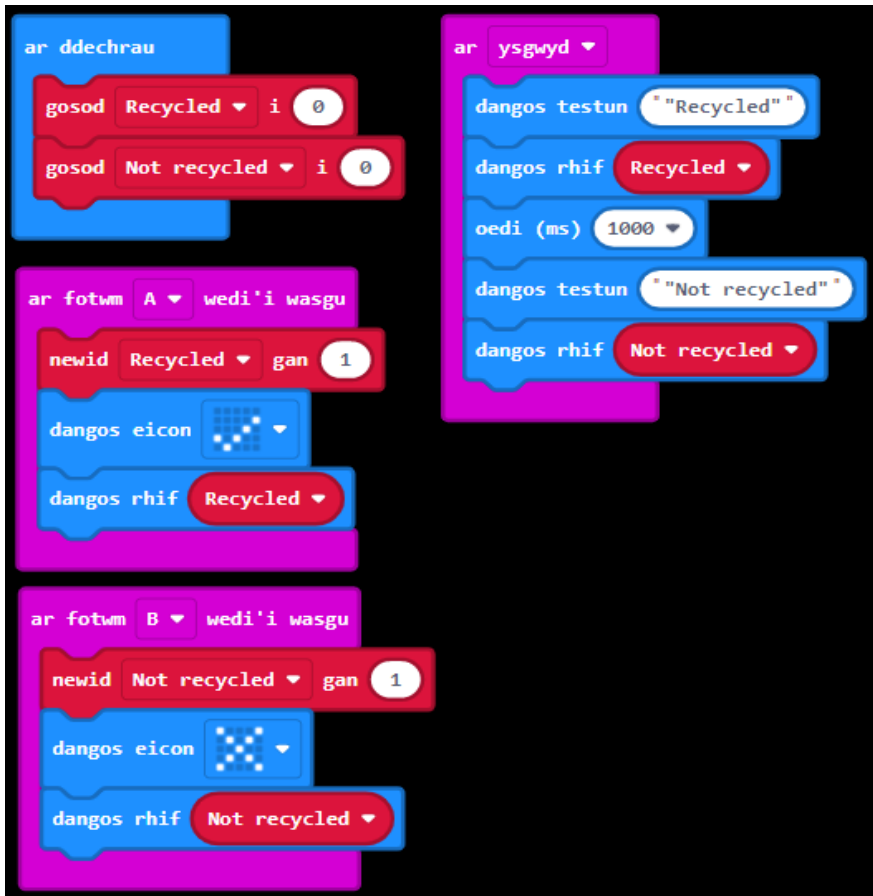
The Scratch code for step 1 is organized into three main sections:

- ar ddechrau (Start):** A blue block containing two red 'gosod' (set) blocks. The first sets 'Recycled' to 0, and the second sets 'Not recycled' to 0.
- ar fotwm A wedi'i wasgu (When button A is clicked):** A purple block containing:
 - A red 'newid' (set) block for 'Recycled' to 1.
 - A blue 'dangos eicon' (show icon) block.
 - A red 'dangos rhif' (show number) block for 'Recycled'.
- ar fotwm B wedi'i wasgu (When button B is clicked):** A purple block containing:
 - A red 'newid' (set) block for 'Not recycled' to 1.
 - A blue 'dangos eicon' (show icon) block.
 - A red 'dangos rhif' (show number) block for 'Not recycled'.

On the right side, there is a separate purple block labeled 'ar ysgwyd' (when green flag clicked) containing:

- A blue 'dangos testun' (show text) block for 'Recycled'.
- A red 'dangos rhif' (show number) block for 'Recycled'.
- A blue 'oedi (ms)' (wait) block for 1000 ms.
- A blue 'dangos testun' (show text) block for 'Not recycled'.
- A red 'dangos rhif' (show number) block for 'Not recycled'.

2.



The Scratch code for step 2 is identical to step 1, but with a modification to the 'ar ysgwyd' block on the right. The 'dangos rhif' (show number) block for 'Recycled' is now blue, and the 'dangos rhif' (show number) block for 'Not recycled' is now red. This change likely affects the visual feedback of the program's state.

3.

