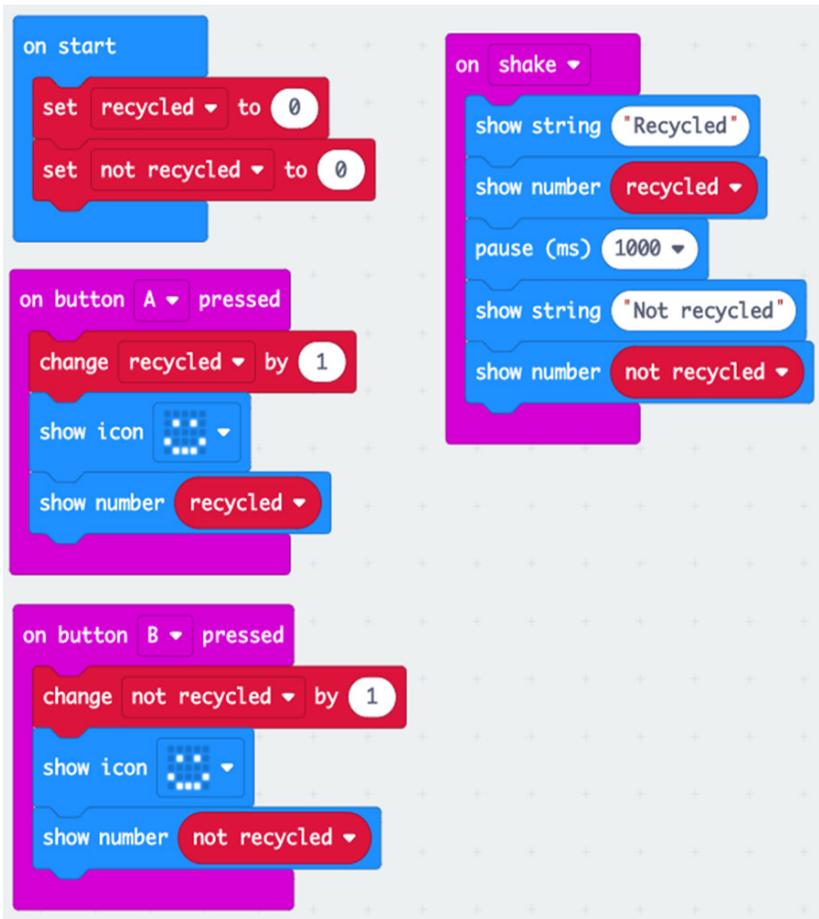


1.



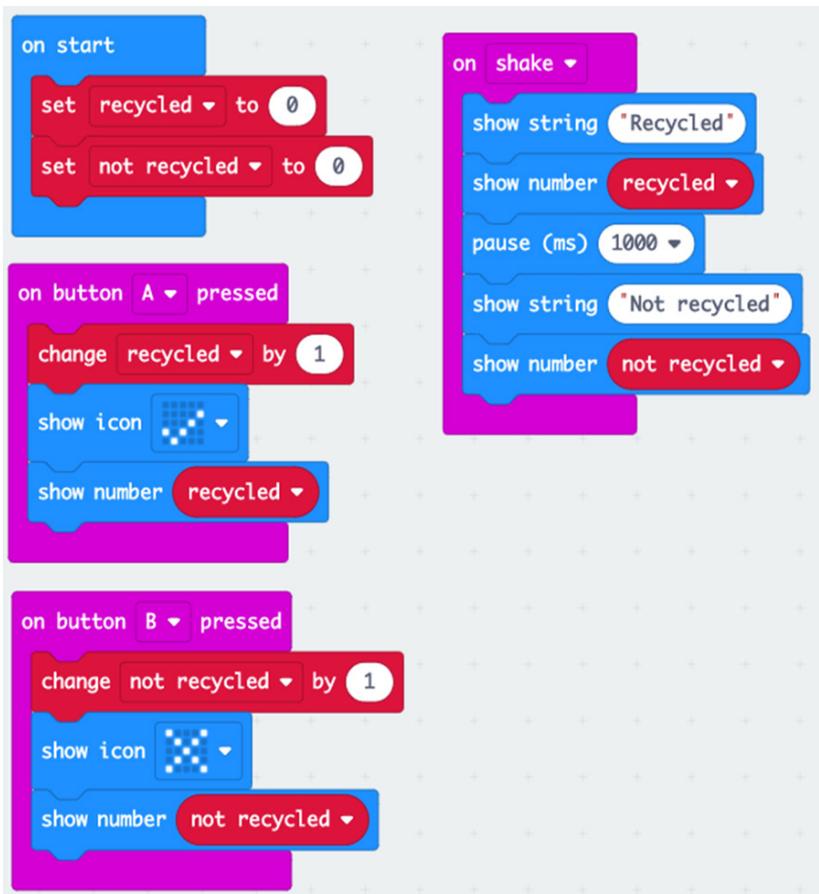
```
on start
  set recycled to 0
  set not recycled to 0

on button A pressed
  change recycled by 1
  show icon [recycled icon]
  show number recycled

on button B pressed
  change not recycled by 1
  show icon [recycled icon]
  show number not recycled

on shake
  show string Recycled
  show number recycled
  pause (ms) 1000
  show string Not recycled
  show number not recycled
```

2.



```
on start
  set recycled to 0
  set not recycled to 0

on button A pressed
  change recycled by 1
  show icon [recycled icon]
  show number recycled

on button B pressed
  change not recycled by 1
  show icon [recycled icon]
  show number not recycled

on shake
  show string Recycled
  show number recycled
  pause (ms) 1000
  show string Not recycled
  show number not recycled
```

3.

```
on start
  set recycled to 0
  set not recycled to 0
  set unknown to 0

on button A pressed
  change recycled by 1
  show icon [LED Matrix]
  show number recycled

on button B pressed
  change not recycled by 1
  show icon [LED Matrix]
  show number not recycled

on shake
  show string "Recycled"
  show number recycled
  pause (ms) 1000
  show string "Not recycled"
  show number not recycled

on button A+B pressed
  change unknown by 1
  show leds [LED Matrix]
  show number unknown
```

The image displays a Scratch script for a micro:bit program. It is organized into five event-driven blocks: 'on start', 'on button A pressed', 'on button B pressed', 'on shake', and 'on button A+B pressed'. The 'on start' block initializes three variables: 'recycled' to 0, 'not recycled' to 0, and 'unknown' to 0. The 'on button A pressed' block increments the 'recycled' variable by 1, displays the LED Matrix icon, and shows the 'recycled' variable's value. The 'on button B pressed' block increments the 'not recycled' variable by 1, displays the LED Matrix icon, and shows the 'not recycled' variable's value. The 'on shake' block displays the string 'Recycled', shows the 'recycled' variable, pauses for 1000ms, displays the string 'Not recycled', and shows the 'not recycled' variable. The 'on button A+B pressed' block increments the 'unknown' variable by 1, displays the LED Matrix icon, and shows the 'unknown' variable's value.