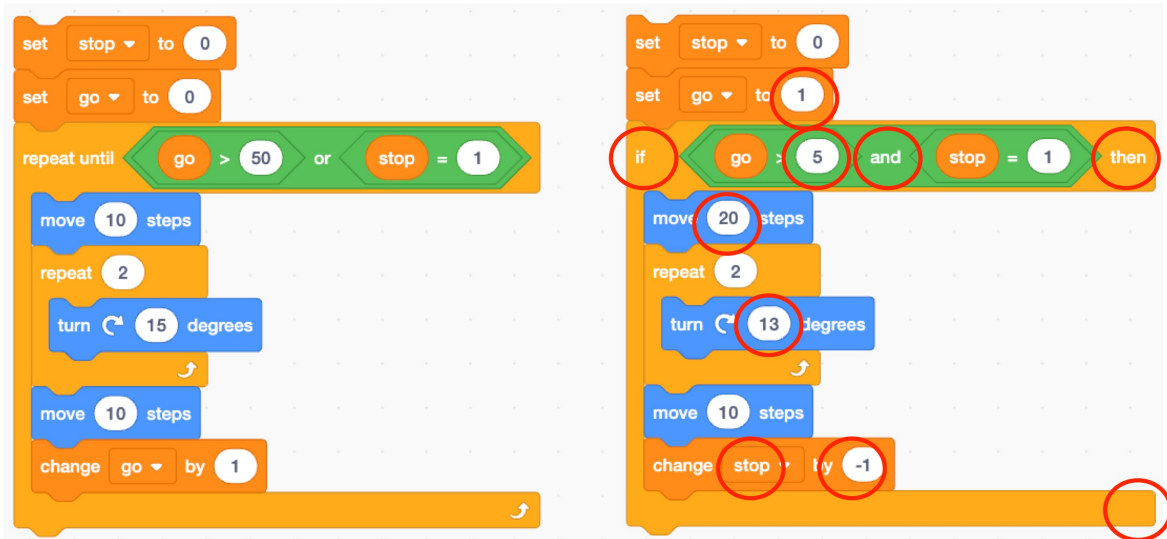# Attention to detail Spot the difference 8: Scratch Solution

Small changes to a program make big differences to what it does.

Many of the changes here are to numbers. These differences, for example, start a counter at a different point, count down instead of up, make the counter count further before it stops the program, make the Sprite move more steps, or turn a different angle.

One difference is a different control structure: an if statement is swapped for a loop. This makes the program run the commands to move the Sprite either once or not at all, instead of lots of times.

Another difference is that 'or' is swapped for 'and'. Novices often get these confused. OR means the commands are executed until one or other of the tests (go > 50) OR (stop = 1) are true. Swapping this for AND would mean the commands to move the Sprite are executed until both are true.

Another difference is a different variable name is used. This means that the wrong stored number is changed.