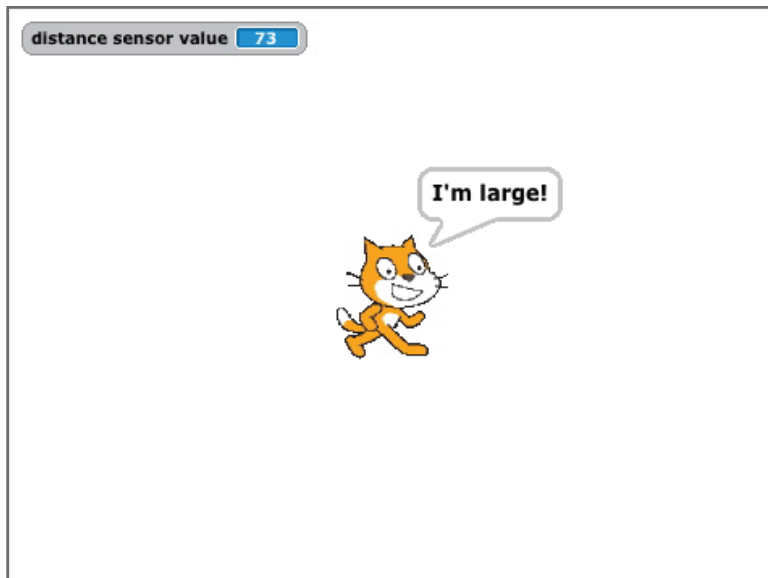
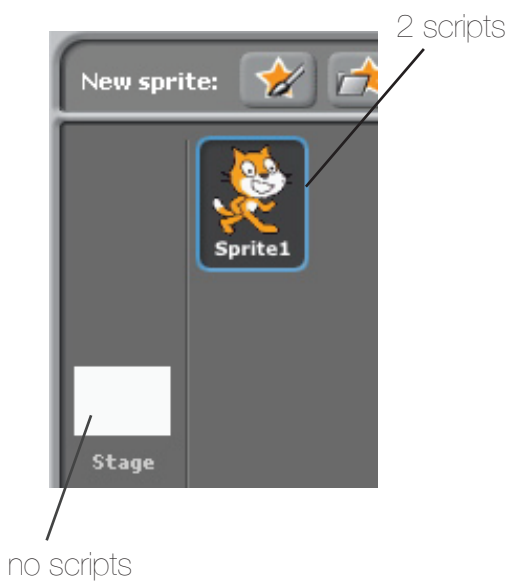


# SMALL, LARGE



Use the **distance sensor** and **set size block** to make the cat smaller and larger.



```
when clicked
  forever
    set size to distance sensor value %
```

```
when clicked
  forever
    if size < 50
      say I'm small!
    else
      say I'm large!
```