



Simple solution:

```
when clicked
  broadcast scanne
  forever
    if recognise image costume image (label) = Erkannt then
      broadcast ok
    else
      broadcast verweigert
```

The image shows a Scratch script on a grid background. It starts with a 'when clicked' event block. This is followed by a 'broadcast scanne' block. Then, a 'forever' loop block contains an 'if' block. The 'if' block has a condition: 'recognise image costume image (label) = Erkannt'. If the condition is true, it executes 'broadcast ok'. If false, it executes 'broadcast verweigert'. The 'forever' loop has a refresh arrow at the bottom.

```
when I receive ok
  switch backdrop to granted

when I receive scanne
  switch backdrop to scanning

when I receive verweigert
  switch backdrop to denied
```

The image shows three separate Scratch script blocks on a grid background. Each block starts with a 'when I receive' event block, followed by a 'switch backdrop to' block. The first block receives 'ok' and switches to 'granted'. The second block receives 'scanne' and switches to 'scanning'. The third block receives 'verweigert' and switches to 'denied'.



Solution including confidence-Level:

```
when clicked
  broadcast scanne
  forever
    say recognise image costume image (confidence)
    wait 1 seconds
    if recognise image costume image (label) = Erkannt then
      if recognise image costume image (confidence) > 50 then
        broadcast ok
      else
        broadcast verweigert
```

```
when I receive ok
  switch backdrop to granted

when I receive scanne
  switch backdrop to scanning

when I receive verweigert
  switch backdrop to denied
```