43

DP EDUCATION

Coding School

පංචතූර්ය වාද්‍ය භාණ්ඩ

වාද්‍ය භාණ්ඩ වර්ගය තෝරන්න

ආතත	විතත
විතතාතත	ඝන
සුෂිර	

How It Works

Start Here

See the App

Built on Code Studio ▲

Let's use this application to get knowledge about five band instruments..

This application includes 6 screens and is designed as follows.

The screen named "startScreen" is deigned as follows.

This is named "button1"

This is named "button2"

This is named "button4"

This is named "button5"

This is named "button3"
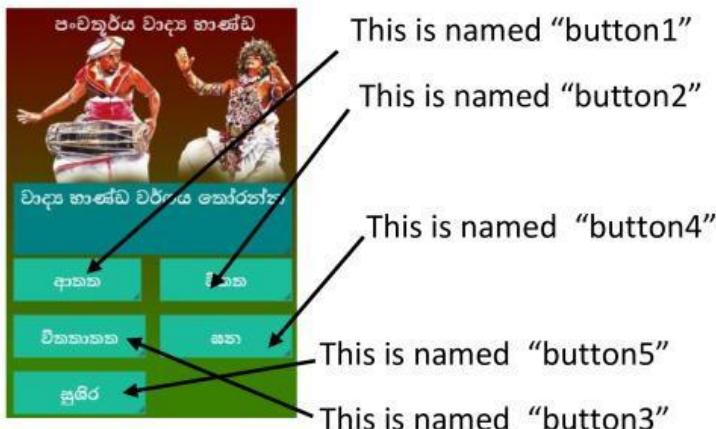
The screen named "screen1" is designed as follows.

This is named "image4"

This is named "image3"

This is named "image2"

This is named "image5"

This is named "image6".

This is named "label2"

The screen named "screen2" is deigned as follows.

This is named "image8"

This is named as "button7"
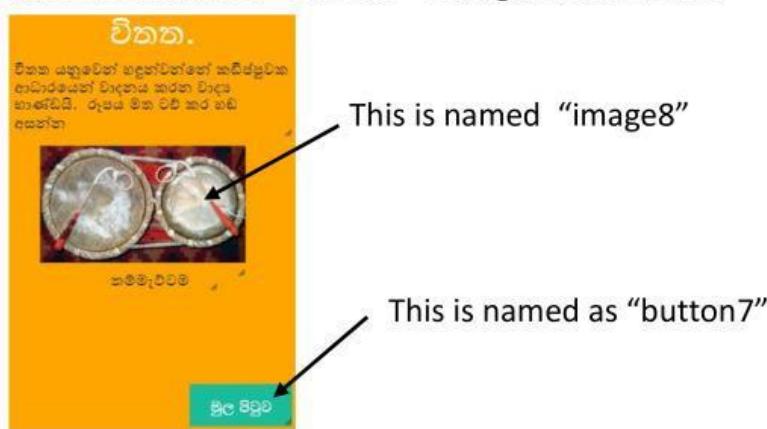
The screen named "screen3" is created as follows.

විතතාතත

විතතාතත යනු අතින් හා කෝම්පුවෙන්
වාදනය කරනු ලබන වාදන භාණ්ඩයි.
රූපය මත විවි කර හඬ අසන්න

This is named "image10"

දවුල

This is named "button8"

මුල පිටුව

The screen named "screen4" is designed as follows.

සන

සන වාදන භාණ්ඩ යනුවෙන් හැඳින්වෙන්නේ
ලෝහමය දුවාපටීන් නිර්මාණය කරන ලද
වාදන භාණ්ඩයි. රූපය මත විවි කර හඬ
අසන්න.

This is named "image7"

This is named "image9"

තාලම්පට   පන්තේරුව

This is named "button10".

මුල පිටුව
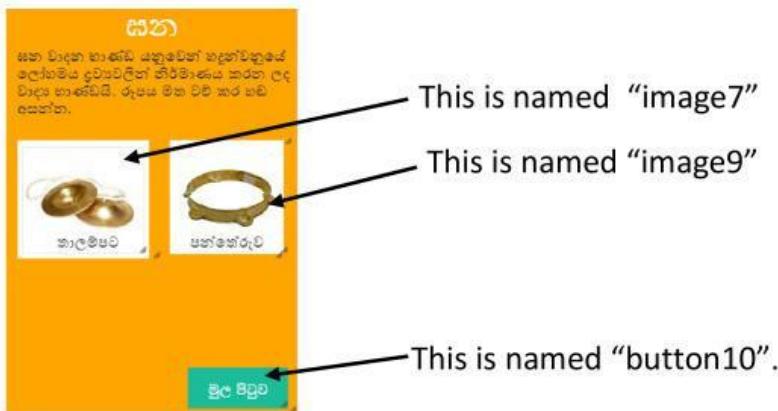
The screen named "screen5" is designed as follows.

සුෂිර

This is named "image11"

සුෂිර යනු සුළඟ ආධාරයෙන් වාදනය
කරන ලද වාදා භාණ්ඩයි. රූපය මත විවි
කර හඬ අසන්න.

This is named "image12" .

හක්ගෙඩිය   බටනලාව

This is named "image13"

හොරණෑව

This is named "button11"

මුල පිටුව
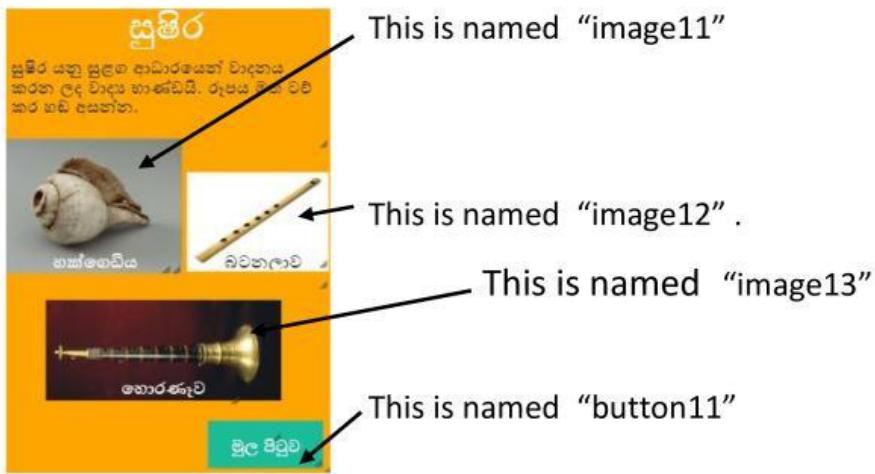
Let's prepare this application which can be used to gain knowledge about panchathurya goods as follows.

❖ When you click on the text named as "Button1", apply blocks as follows to go to the screen named as screen1.

```
onEvent(▼"button1", ▼"click", function() {
    setScreen(▼"Screen1");
});
```

❖ When you click on the text named as "Button6", apply blocks as follows to go to the screen named as startscreen.

```
onEvent(▼"button6", ▼"click", function() {
    setScreen(▼"startScreen");
});
```

❖ Enter the following blocks to play the sound related to that picture when you click on the picture included in the screen named as Screen1.

```
onEvent(▼"image4", ▼"click", function() {
    playSound(▼"Geta_Beraya.mp3"); →
});
onEvent(▼"image3", ▼"click", function() {
    playSound(▼"yak-bera.mp3"); →
});
onEvent(▼"image5", ▼"click", function() {
    playSound(▼"Playing-Rabana.mp3"); →
});
onEvent(▼"image6", ▼"click", function() {
    playSound(▼"Banku-Raban.mp3"); →
});
onEvent(▼"image2", ▼"click", function() {
    playSound(▼"Udekkiya_01---Marker--1.mp3"); →
});
```

❖ When clicking on the text named as "Button2", apply blocks as follows to go to the screen named as "screen2".

```
onEvent(▼"button2", ▼"click", function() {
    setScreen(▼"screen2");
}        );
```

❖ Apply the following blocks to play the sound related to the tammattama (a drum)when you click on the tammattama (a drum)named as "image8" in "screen2".

```
onEvent(▼"image8", ▼"click", function() {
    playSound(▼"thammettama.mp3"); ⌐
}        );
```

❖ When you click on the text named as "Button7", apply the following blocks to go to the screen named as "startscreen".

```
onEvent(▼"button7", ▼"click", function() {
    setScreen(▼"startScreen");
}        );
```

❖ Apply the following blocks to play the sound related to the sun when you click on the sun named as "image10" in "Screen3".

```
onEvent(▼"image10", ▼"click", function() {
    playSound(▼"dawula123.mp3"); ⌐
}        );
```

❖ When you click on the text named as "Button8", apply blocks as follows to go to the screen named as "startscreen".

```
onEvent(▼"button8", ▼"click", function() {
    setScreen(▼"startScreen");
}        );
```

❖ When you click on the text named as "Button3" and "screen3",
❖ When you click on the text named as "Button4" and "screen4",
❖ When you click on the text named as "Button5" and "screen5",
❖ Apply blocks as follows to go to the following screens.

```
onEvent( ▼ "button3", ▼ "click",  function ( ) {
    setScreen( ▼ "screen3");
}               );
onEvent( ▼ "button4", ▼ "click",  function ( ) {
    setScreen( ▼ "screen4");
}               );
onEvent( ▼ "button5", ▼ "click",  function ( ) {
    setScreen( ▼ "screen5");
}               );
```

❖ When clicking on the texts named as "Button10" and "Button11", apply blocks as follows to go to the screen named as "startscreen".

```
onEvent( ▼ "button10", ▼ "click",  function ( ) {
    setScreen( ▼ "startScreen");
}               );
onEvent( ▼ "button11", ▼ "click",  function ( ) {
    setScreen( ▼ "startScreen");
}               );
```

❖ Enter the following blocks to play the sound related to that picture when you click on the picture included in the screen named "Screen5".

```
onEvent( ▼ "image11", ▼ "click",  function ( ) {
    playSound( ▼ "Hakgedi.mp3"); ⇥
}               );
onEvent( ▼ "image12", ▼ "click",  function ( ) {
    playSound( ▼ "batanalawa.mp3"); ⇥
}               );
onEvent( ▼ "image13", ▼ "click",  function ( ) {
    playSound( ▼ "Horanewa.mp3"); ⇥
}               );
```

❖ Enter the following blocks to play the sound related to the picture when you click on the picture included in the screen named "Screen4".

```
onEvent(▼"image7", ▼"click", function() {
    playSound(▼"Thalampata.mp3"); →|
}            );
onEvent(▼"image9", ▼"click", function() {
    playSound(▼"Pantheru.mp3"); →|
}            );
```

Choose the correct answer.

1. What is used in the design tool to add images?

Canvas   Photo Select   Image

2. What has been used in the design tool to enter the details in the design of this app?

Text Input   Label   Text Input

3. Imagine that there is a screen containing details related to the drum as "GetaBeraya". When you click on the image related to the drum, in addition to playing the sound related to the drum, select the required blocks set to move to the screen containing the details related to the drum.

```
onEvent(▼"image4", ▼"click", function() {
    playSpeech("Getaberaya", ▼"female", ▼"English");
    setScreen(▼"GetaBeraya");
}            );
onEvent(▼"image4", ▼"click", function() {
    setScreen(▼"GetaBeraya");
    playSound(▼"Geta_Beraya.mp3"); →|
}            );
onEvent(▼"image3", ▼"click", function() {
    playSound(▼"yak-bera.mp3"); →|
    playSound(▼"Geta_Beraya.mp3"); →|
}            );
```

LIVEWORKSHEETS