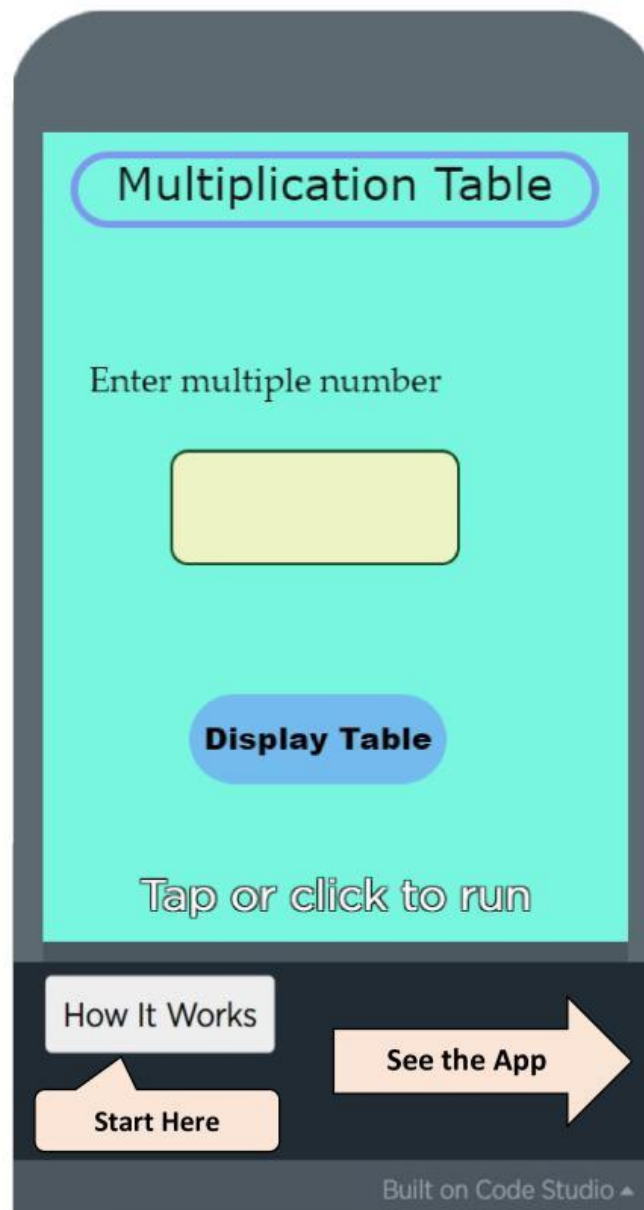


Project 47



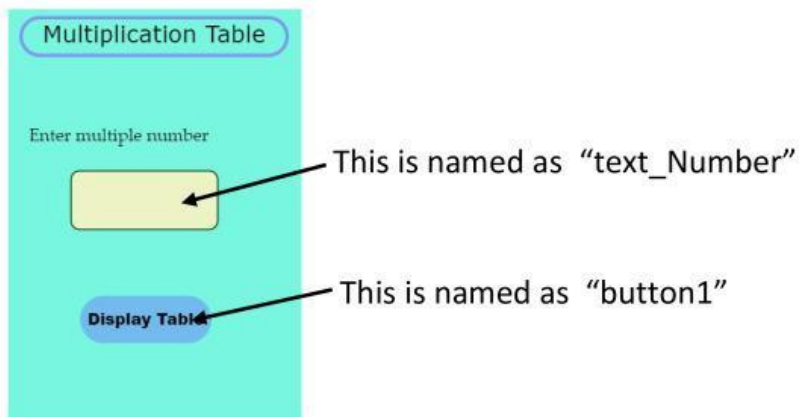
Coding School



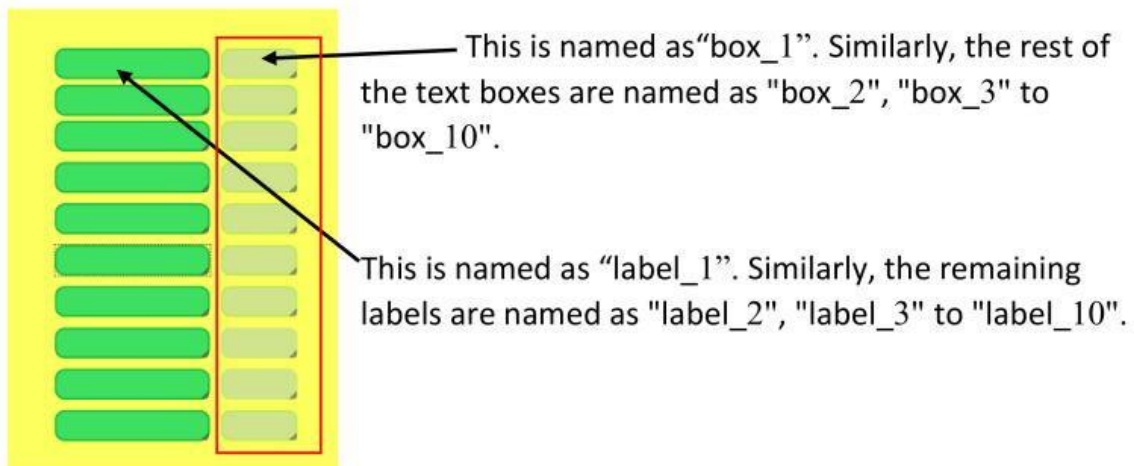
Everything required to create the multiplication table is designed as follows.

It is designed as follows with two screens.

The first screen is as follows .



The second screen is as follows.



Let's set up the multiplication table as follows.

- ❖ Let's set two variables as "Number1" and "answer" as follows.

```
var Number1 = 0;  
var answer = 0;
```

- ❖ Create an onEvent block as follows.

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

- ❖ Set a variable as below for the digit you entered in "text_Number"

```
Number1 = getNumber(▼ "text_Number");
```

- ❖ Imagine of the number to be entered as 5. Now the label should be displayed as "1 x 5". For that, set up the block as follows.

```
for ( var i = 1; i <= 10; i++ ) {
  showElement ( "label_" + i );
  setText ( "label_" + i, i + " x " + Number1 );
}
```

This block is used to show the hidden label.

The id of the label is given as "label_1". This is `"label_" + i` used to give the id of the label to the id of showElement through the for loop. Then give the digit number as "label_" text by "i" in the for loop.

This will display the number you write in "text_Number", the multiplication mark and the numbers 1 to 10 from label_1 to label_10.

- ❖ The hidden label named "box_" will be shown, and if the number you entered is 5, the answers related to the 5 times multiplication table will be displayed in the label named "box_". For that, apply blocks as follows.

```
for ( var Number2 = 1; Number2 <= 10; Number2++ ) {
  answer = Number1 * Number2;
  showElement ( "box_" + Number2 );
  setNumber ( "box_" + Number2, answer );
}
```

The digit you entered will be multiplied by the corresponding digit in the labels from "label_1" to "label_10".

- ❖ When button1 is clicked, it should go to the screen called "screenHome" and for that, connect the setScreen block to the onEvent block

```
setScreen ( ▼ "screenHome" );
```