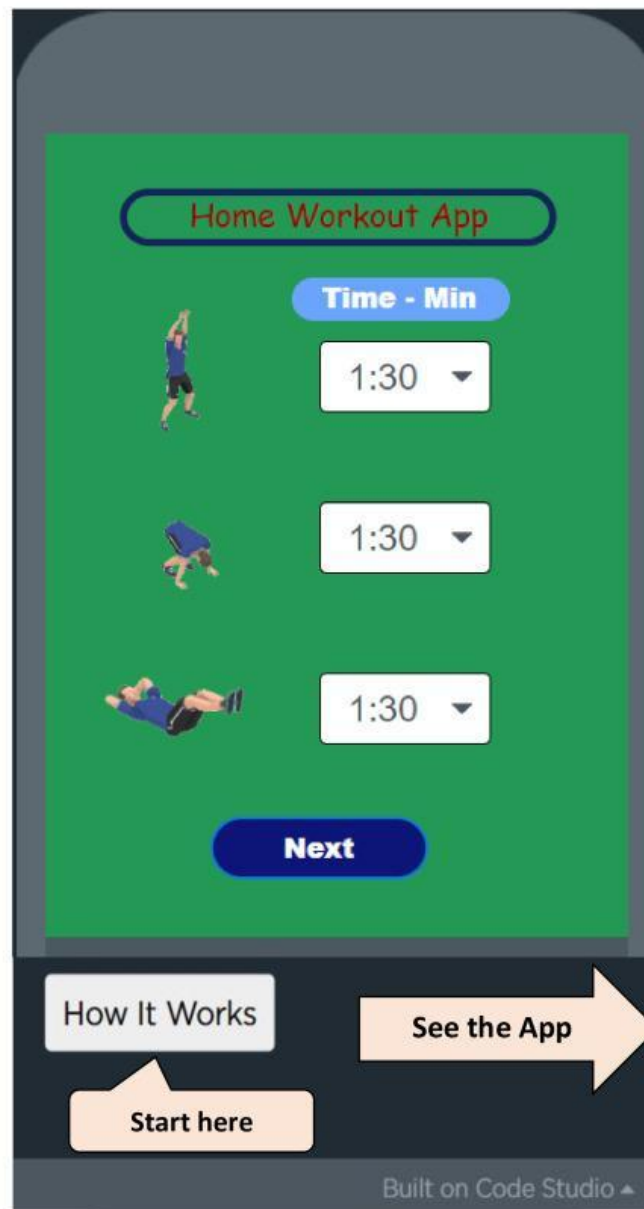


Project 49

49



Coding School



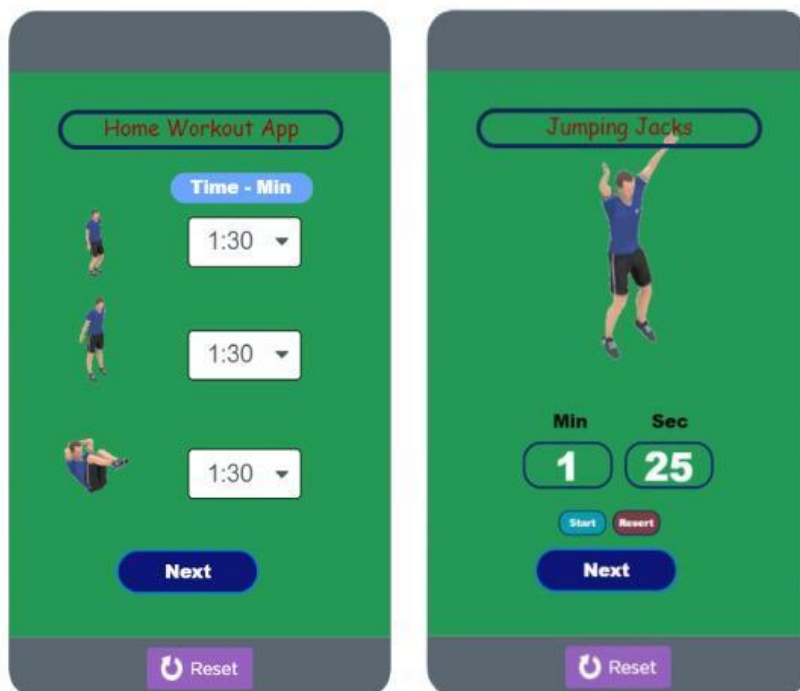
Let's create Home Workout App. There,

Select the time related to the exercise through the drop down and click the next button to go to the exercise screen.

The timer should start when the Start Button is clicked.

When the Reset Button is clicked, the timer should go

When the next button is clicked or when the time is up, you should go to the next exercise



❖ The background and basics you need are provided.

❖ First of all, create variables like "exercise", "exercise_Time", "min" and "sec" to get the time related to the exercise.

```
var exercise;
var exercise_Time;
var min = 0;
var sec = 0;
```

❖ When the "button_start" button is clicked, the first exercise should be displayed. Assign the value in the drop down to the "exercise" variable. Now call the "timeCalculate()" function. The function calculates the number of minutes and seconds. Now assign those values to labels in this way.

```
onEvent(▼"button_start", ▼"click", function() {
    //exercisel
    exercise = getText(▼"dropdown_exercisel");
    timeCalculate();
    setText(▼"labelMinExercisel", min);
    setText(▼"labelSecExercisel", sec);
    setScreen(▼"exercisel_screen");
});
```

- ❖ Calculate the number of minutes and seconds according to the time selected in the drop down by the "timeCalculate()" function.

```
function timeCalculate() {  
  if (exercise == '1:30') {  
    exercise_Time = 90;  
  }  
  if (exercise == '1:00') {  
    exercise_Time = 60;  
  }  
  if (exercise == '0:30') {  
    exercise_Time = 30;  
  }  
  min = 0;  
  sec = 0;  
  while (exercise_Time >= 60) {  
    exercise_Time = exercise_Time - 60;  
    min = min + 1;  
  }  
  sec = exercise_Time;  
}
```

Check the value of the "exercise" variable by an if condition and assign that value in seconds to the "exercise_Time" variable.

Every 60 seconds is a minute, so whenever the value of the "exercise_Time" variable is equal to or greater than 60 seconds, subtract 60 seconds from the "exercise_Time" variable through the while loop.

Now always add one to the value of the "min" variable.

- ❖ When the "buttonStartEx1" button is clicked, the timer should start. Use the following code block for that

```
onEvent(▼ "buttonStartEx1", ▼ "click", function() {  
  timedLoop(1000, function() {  
    if (sec == 0 && min == 0) {  
      setText(▼ "labelMinExercise1", "0");  
      setText(▼ "labelSecExercise1", "0");  
      stopTimedLoop();  
      showElement(▼ "ex_1End");  
      hideElement(▼ "ex_1");  
      setTimeout(function(){  
        exercise = getText(▼ "dropdown_exercise2");  
        timeCalculate();  
        setText(▼ "labelMinExercise2", min);  
        setText(▼ "labelSecExercise2", sec);  
        setScreen(▼ "exercise2_screen");  
      }, 1000);  
    }  
    else{  
      showElement(▼ "ex_1");  
      hideElement(▼ "ex_1End");  
      if (sec == 0 && min >= 1) {  
        sec = 60;  
        min = min - 1;  
        setText(▼ "labelMinExercise1", min);  
        setText(▼ "labelSecExercise1", sec);  
      }  
      sec = sec + 1;  
      if (sec == 0 && min == 0) {  
        setText(▼ "labelMinExercise1", "0");  
        setText(▼ "labelSecExercise1", "0");  
      }  
      sec = sec - 1;  
      setText(▼ "labelSecExercise1", sec);  
    }  
  });  
});
```

❖ The above code block is explained below.

```
timedLoop(1000, function() {
```

The code in the block is looped every second of the time loop. (1000ms = 1s)

```
if ( sec == 0 && min == 0 ) {  
  setText(▼"labelMinExercise1", "0");  
  setText(▼"labelSecExercise1", "0");  
  stopTimedLoop();  
  showElement(▼"ex_1End");  
  hideElement(▼"ex_1");  
  setTimeout( function(){  
    exercise = getText(▼"dropdown_exercise2");  
    timeCalculate();  
    setText(▼"labelMinExercise2", min);  
    setText(▼"labelSecExercise2", sec);  
    setScreen(▼"exercise2_screen");  
  }, 1000);  
}
```

"labelMinExercise1" and "labelSecExercise1" labels should be displayed as 0 whenever the value of "sec" variable and "min" variable is 0. And the Timed loop should stop.

When the timer reaches 0, the next exercise should be moved, so the "exercise2_screen" is displayed, and the "timeCalculate()" function is called to calculate the time for the exercise.

The following block is used to decrease the time of the Timer every time the value of the "sec" variable and "min" variable is not equal to 0.

```

else{
  showElement(▼"ex_1");
  hideElement(▼"ex_1End");
  if ( sec == 0 && min >= 1 ) {
    sec = 60;
    min = min - 1;
    setText(▼"labelMinExercisel", min);
    setText(▼"labelSecExercisel", sec);
  }
  sec = sec - 1;
  setText(▼"labelSecExercisel", sec);
}

```

Whenever the value of the "sec" variable is 0, the value of the "min" variable is 1 or more and the minutes should be decreased by one. Also, the number of seconds should be 60.

In every second, the timer should decrease by one second. Because it is in the timed loop, it is done by this code block.

- ❖ When "buttonResertEx1" is clicked, the Timer should go back to the value selected from the drop down related to the exercise. Use the following code block for that.

```

onEvent(▼"buttonResertEx1", ▼"click", function() {
  stopTimedLoop();
  showElement(▼"ex_1End");
  hideElement(▼"ex_1");
  timeCalculate();
  setText(▼"labelMinExercisel", min);
  setText(▼"labelSecExercisel", sec);
});

```

Code each exercise as above.

```

//exercise2
onEvent(▼"nextButtonEx_1", ▼"click", function() {
    stopTimedLoop();
    exercise = getText(▼"dropdown_exercise2");
    timeCalculate();
    setText(▼"labelMinExercise2", min);
    se2", sec
onEvent(▼"buttonStartEx2", ▼"click", function() {
    timedLoop(1000, function() {
        if (sec == 0 && min == 0) {
            setText(▼"labelMinExercise2", "0");
            setText(▼"labelSecExercise2", "0");
            stopTimedLoop();
            showElement(▼"ex_2End");
            hideElement(▼"ex_2");
            setTimeout(function() {
                exercise = getText(▼"dropdown_exercise3");
                timeCalculate();
                setText(▼"labelMinExercise3", min);
                setText(▼"labelSecExercise3", sec);
                setScreen(▼"exercise3_screen");
            }, 1000);
        } else {
            showElement(▼"ex_2");
            hideElement(▼"ex_2End");
            if (sec == 0 && min >= 1) {
                sec = 60;
                min = min - 1;
                setText(▼"labelMinExercise3", min);
                setText(▼"labelSecExercise3", sec);
            }
            sec = sec - 1;
            setText(▼"labelSecExercise3", sec);
        }
    });
}

onEvent(▼"buttonStartEx3", ▼"click", function() {
    timedLoop(1000, function() {
        if (sec == 0 && min == 0) {
            setText(▼"labelMinExercise3", "0");
            setText(▼"labelSecExercise3", "0");
            stopTimedLoop();
            showElement(▼"ex_3End");
            hideElement(▼"ex_3");
        } else {
            showElement(▼"ex_3");
            hideElement(▼"ex_3End");
            if (sec == 0 && min >= 1) {
                sec = 60;
                min = min - 1;
                setText(▼"labelMinExercise3", min);
                setText(▼"labelSecExercise3", sec);
            }
            sec = sec - 1;
            setText(▼"labelSecExercise3", sec);
        }
    });
}

onEvent(▼"buttonResetEx3", ▼"click", function() {
    stopTimedLoop();
    showElement(▼"ex_3End");
    hideElement(▼"ex_3");
    timeCalculate();
    setText(▼"labelMinExercise3", min);
    setText(▼"labelSecExercise3", sec);
}

onEvent(▼"buttonResetEx2", ▼"click", function() {
    stopTimedLoop();
    showElement(▼"ex_2End");
    hideElement(▼"ex_2");
    timeCalculate();
    setText(▼"labelMinExercise2", min);
    setText(▼"labelSecExercise2", sec);
}

//exercise3
onEvent(▼"nextButtonEx_2", ▼"click", function() {
    stopTimedLoop();
    exercise = getText(▼"dropdown_exercise3");
    timeCalculate();
    setText(▼"labelMinExercise3", min);
    setText(▼"labelSecExercise3", sec);
    setScreen(▼"exercise3_screen");
}

```