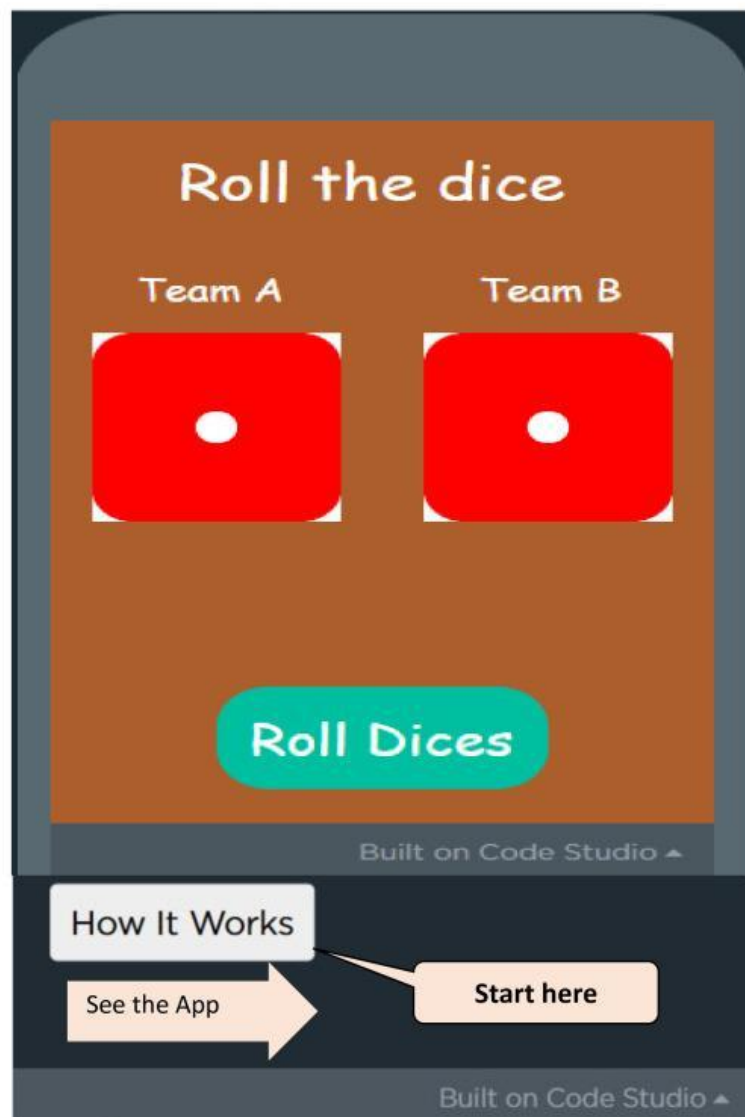


Project 64

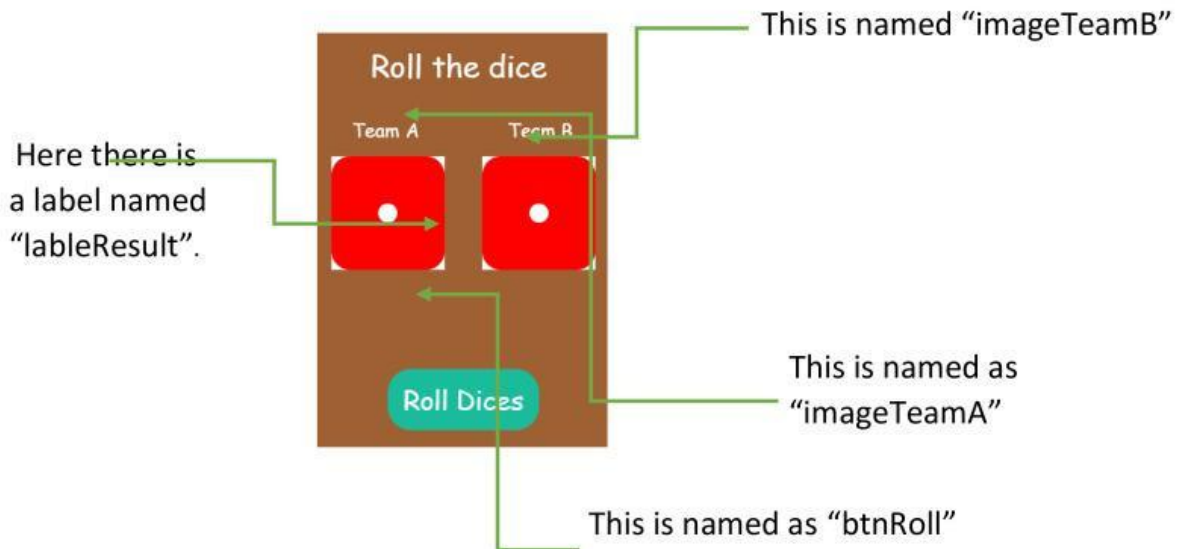


Coding School



Project 64

- ❖ This app consists of a screen. The screen is designed as follows.



- ❖ First, create two variables as "number1" and "number2" as follows.

```
var number1;  
var number2;
```

- ❖ When you click on the "btnRoll" button, apply the following blocks to make all the following events happen. Apply the following blocks in the "on Event" block. Select "btnRoll" for the id of the "onEvent" block.

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

- ❖ The text you type should appear on "lableResult".

```
setText(▼ "lableResult", "");
```

- ❖ "number1" is given any number from 1,2,3,4,5,6 and "number2" is given any number from 1,2,3,4,5,6.

```
var number1 = randomNumber(1, 6);  
var number2 = randomNumber(1, 6);
```

- ❖ For "imageTeamA" to receive the gif for the corresponding number in "number1" and for "imageTeamA" to receive the gif for the corresponding number in "number2", apply blocks as follows.

```
setImageURL(▼ "imageTeamA", number1 + ".gif");
setImageURL(▼ "imageTeamB", number2 + ".gif");
```

- ❖ Connect the "timeout" block to the above block. In 7 seconds,

When a value less than 3 for the variable named "number1" and a value equal to or greater than 3 for the variable named "number2" is received in the label named "lableResult" "Team A Won!" to be displayed as,

When a value equal to or less than 3 is obtained for the variable named "number1" and a value greater than 3 is given for the variable named "number2", the label "lableResult" displays "Team B Won!" to be displayed as,

If it does not belong to both of the above commands, "lableResult" will be displayed as "Try Again" in the label.
Apply as follows

```
setTimeout(function() {
  if (number1 > 3 && number2 <= 3) {
    setText(▼ "lableResult", "Team A Won !");
  }
  else if (number1 <= 3 && number2 > 3) {
    setText(▼ "lableResult", "Team B Won !");
  }
  else {
    setText(▼ "lableResult", "Try Again !");
  }
}, 7000);
```

Select the correct answer

1.

```
onEvent(▼ "btnRoll", ▼ "click", function() {
  setText(▼ "lableResult", "");
```

What does the setText block here do? Choose the answer that correctly explains the reason used.

To empty the label that shows the result at the beginning of the app until the dices are rolled.

to create a label as lableResult.

To empty the value of the lableResult variable.

2. If the dice have 8 sides, 8 chances must be received randomly. What blocks should be changed for that?

```
var number1;  
var number2;  
  
var number1 = randomNumber(1, 6);  
var number2 = randomNumber(1, 6);  
  
setImageUrl(▼ "imageTeamA", number1 + ".gif");  
setImageUrl(▼ "imageTeamB", number2 + ".gif");
```

3. Images are not selected in the design for imageTeamA and ImageTeamB in the design. By which blocks are the images set for that?

```
setImageUrl(▼ "imageTeamA", number1 + ".gif");  
setImageUrl(▼ "imageTeamB", number2 + ".gif");  
  
setImageUrl(▼ "imageTeamA", number1 + ".gif");  
  
image("imageTeamA", number1 + ".gif");  
image("imageTeamB", number2 + ".gif");
```


4.

```
if ( number1 >3 && number2 <= 3 ) {  
    setText(▼ "lableResult", "Team A Won !");  
}  
else if ( number1 <= 3 && number2 >3 ) {  
    setText(▼ "lableResult", "Team B Won !");  
}  
else {  
    setText(▼ "lableResult", "Try Again !");  
}
```

The logic of this code block set is clearly explained,
Determining the winning team according to the random number.

Comparing number1 and number2 with number 3 and showing
that the respective team has won in the label.

Comparing the value of number 1 and number 2 by random
number is greater than or less than 3 and showing that the team
with the higher number 3 has won. Display try again if both groups
are less than or equal to 3.

5. If the value to be selected for teamA by the code section related to
image selection is 6, what is the value to be received for number1
variable?

6

7

3