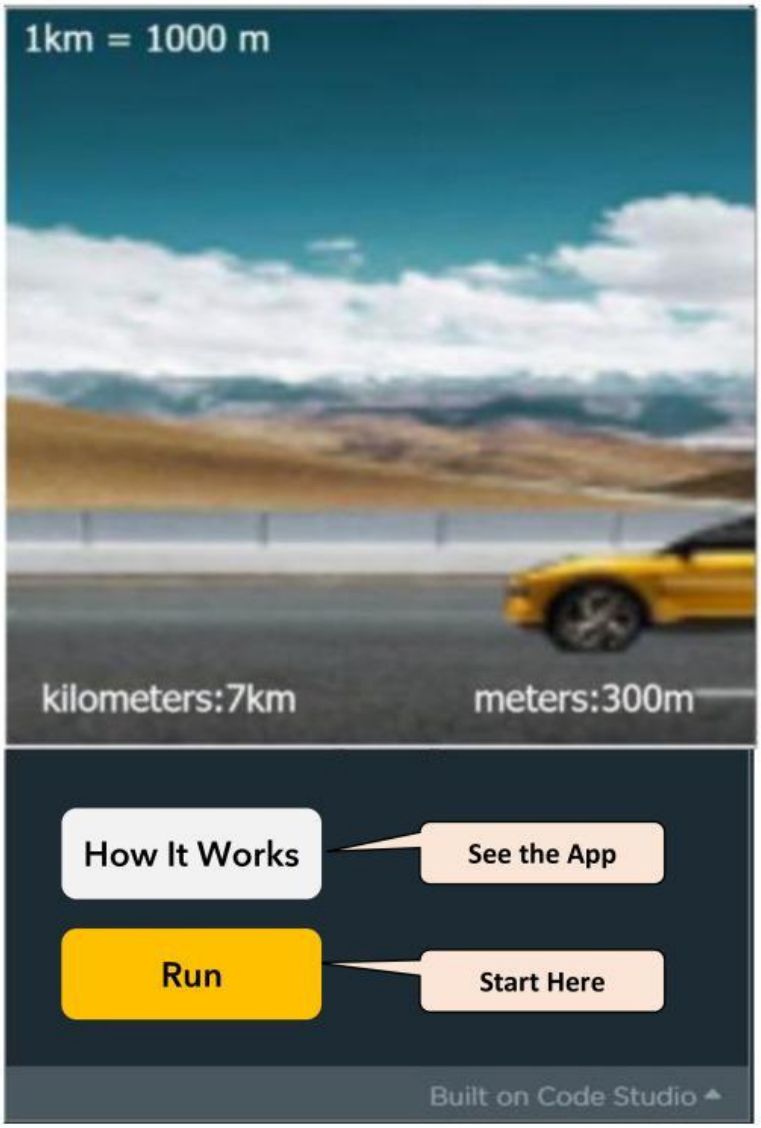
Project 74

DP EDUCATION

Coding School



LIVEWORKSHEETS

- Let's design an app to create a moving car.
- The images required to design this app are given to you in the library.

- Let's use the following code blocks used in creating a sprit to add the image of the car traveling on the road.

```
var car = createSprite(200, 200);
car.setAnimation("car.png");
car.scale = 2.3;
```

Create the sprite as car and give its x and y positions as 200 and 200.

Use the "set animation" block to set the animation related to the sprite. For that, select the "car.png" image.

Give the scale of the sprite as 2.3.

- Create two variables as meters and kilometers.

```
var meters = 0;
var kilometers = 0;
```

- Set the value of the world FrameRate block as 10.

```
World.frameRate = 10;
```

- Place the drawsprite block and the next frame block inside the function draw block.

```
function draw() {
  drawSprites();
  car.nextFrame();
```

- Change the value of the meters variable as follows.

LIVEWORKSHEETS

```
meters = meters + 100;
```

When the value of "meters" is equal to 1000, the value of "meters" should be 0 and 1 should be added to the value of "kilometers". For that use block as below.

```
if (meters == 1000) {
  meters = 0;
  kilometers = kilometers + 1;
}
```

The size of the characters should be 20 and the color of the characters should be white, and the font of the characters should be Tahoma. Also, as "1Km=1000m" and kilometers: to display the amount of kilometers in front, and meters: to display the amount of meters in front of it, use block as follows..

```
textSize(20);
fill("white");
textFont("tahoma");
text("1km = 1000 m", 10, 25);
text("kilometers:" + (kilometers + "km"), 20, 380);
text("meters:" + (meters + "m"), 250, 380);
```

LIVEWORKSHEETS