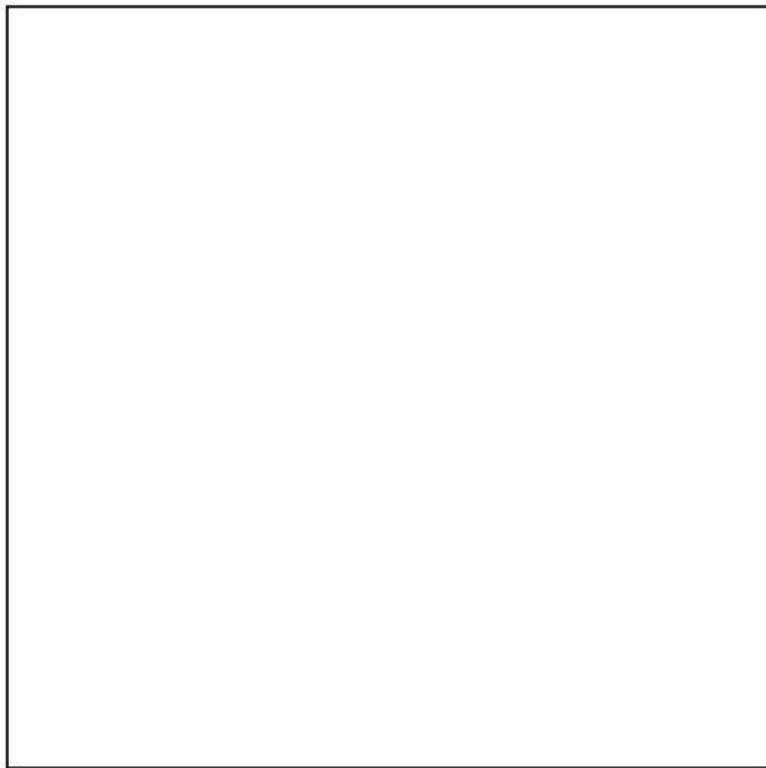# Project 146

Coding School

146

❖ Add the relevant frames using the link below..
https://drive.google.com/drive/folders/1iMFJ1102K8H3igUnhD_M5sZNxhU3D2Bn?usp=drive_link

❖ Add the Bedroom 1 backdrop using Choose a backdrop.

Bedroom 1

❖ Add the Robo sprite using Choose a sprite. Set its X, Y position and size as below.

Robo

| Sprite | Robo | | x | -187 | | y | -102 |
| Show | | | Size | 60 | Direction | 90 |

❖ Add the Laptop sprite using Upload a sprite. Set its X, Y position and size as below.

Laptop 1

| Sprite | Laptop 1 | | x | -29 | | y | 83 |
| Show | | | Size | 50 | Direction | 90 |

- Add Laptop 2 as a costume for the Laptop sprite. Set the size of the sprite to 170X134.

❖ Add the Fan s sprite using Upload a sprite. Set its X, Y position and size as below.

| Sprite | Fan st | ↔ x | 116 | ↕ y | -134 |
| Show | ⦿ ⦸ | Size | 50 | Direction | 90 |

❖ Add the Fan 1 sprite using Upload a sprite. Set its X, Y position and size as below.

| Sprite | Fan 1 | ↔ x | 118 | ↕ y | -57 |
| Show | ⦿ ⦸ | Size | 50 | Direction | 90 |

- Fan 1 sprite එක සඳහා costume ලෙස Fan 2, Fan 3 එක් කර ගන්න.

❖ Let's make a Natural Language processing extension for Add Extension.

Natural Language Processing
Create Text Classifiers with NLP
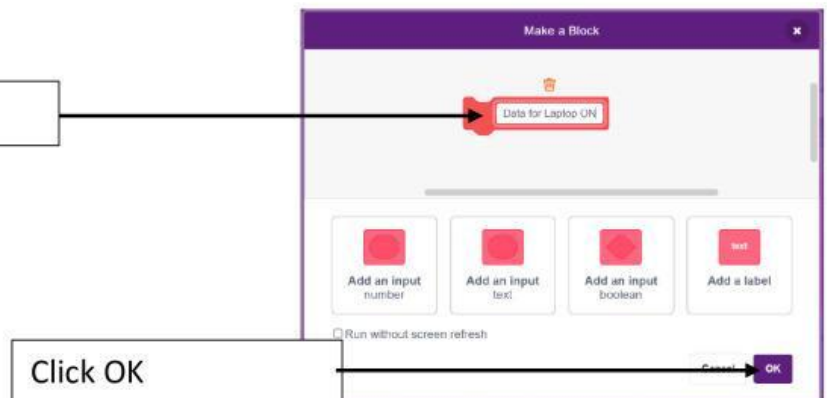
❖ Let's prepare the code for this app now.

❖ Prepare the code for the sprite as follows.

❖ Click on My blocks and use Make block to prepare a block as Data for Laptop ON as below.

Note that Data for Laptop is ON.

Make a Block

Data for Laptop ON

| Add an input number | Add an input text | Add an input boolean | Add a label |

☐ Run without screen refresh

Click OK

OK

❖ Click on My Blocks and use Make Block to prepare the following blocks as above.
- Data for Light ON
- Data for Light OFF
- Data for Fan ON
- Train Data

❖ Let's prepare the Data for Light ON block as follows.

- Assign the text given as Light on to the class named as Light ON. Assign the text given as I want to study, The room is dark, Switch on the light to the same class as Light ON.
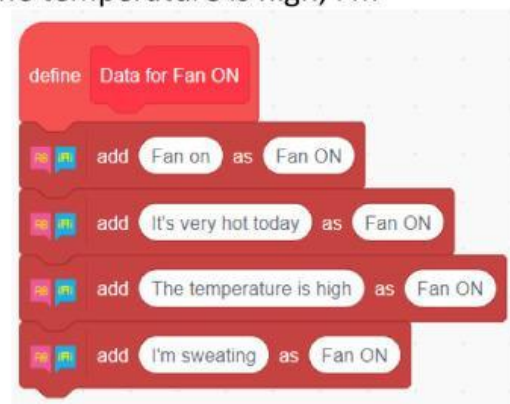

❖ Let's prepare the Data for Light OFF block as follows.

- Assign the text that is given as Light off to the class that says Light off. Assign the text given as I want to sleep, The room is to bright, Switch off the light to the same class as Light OFF.

❖ Let's prepare the Data for Fan ON block as follows.

- Assign the text given as Fan on to the class named as Fan ON. Assign the text given as It's very hot today, The temperature is high, I'm sweating to the same class as Fan ON.

❖ Let's prepare the Data for Laptop ON block as follows.

  • Assign the text given as Laptop on to the class as Laptop ON. Assign the text given as It's very, The temperature is high, I'm sweating to the same class as Fan ON.

❖ Let's prepare the Train Data block as follows.
  • Text is again divided into classes. Connect the Data for Light ON, Data for Light OFF, Data for Fan ON, Data for Laptop ON blocks to it. Train by dividing the text into classes.
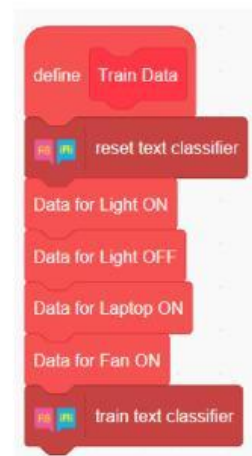
❖ When the green flag is clicked, prepare the code so that the following events occur.
 • The contents of the Train Data block must occur.
  • what do you want to do? Prepare the code to display a text as.

- The class related to the answer you give should be displayed on the screen for 2 seconds.
- • If the class related to the answer you gave is Light ON, a massage should be broadcast as Light ON.
- • If the class related to the answer you gave is Light OFF, a massage should be broadcast as Light OFF.
- • If the class related to the answer you gave is Light ON, a massage should be broadcast as Light On.
- • If the class related to the answer you gave is Laptop ON, a massage should be broadcast as Laptop ON.
- • If the class related to the answer you gave is Laptop OFF, a massage should be broadcast as Laptop OFF.
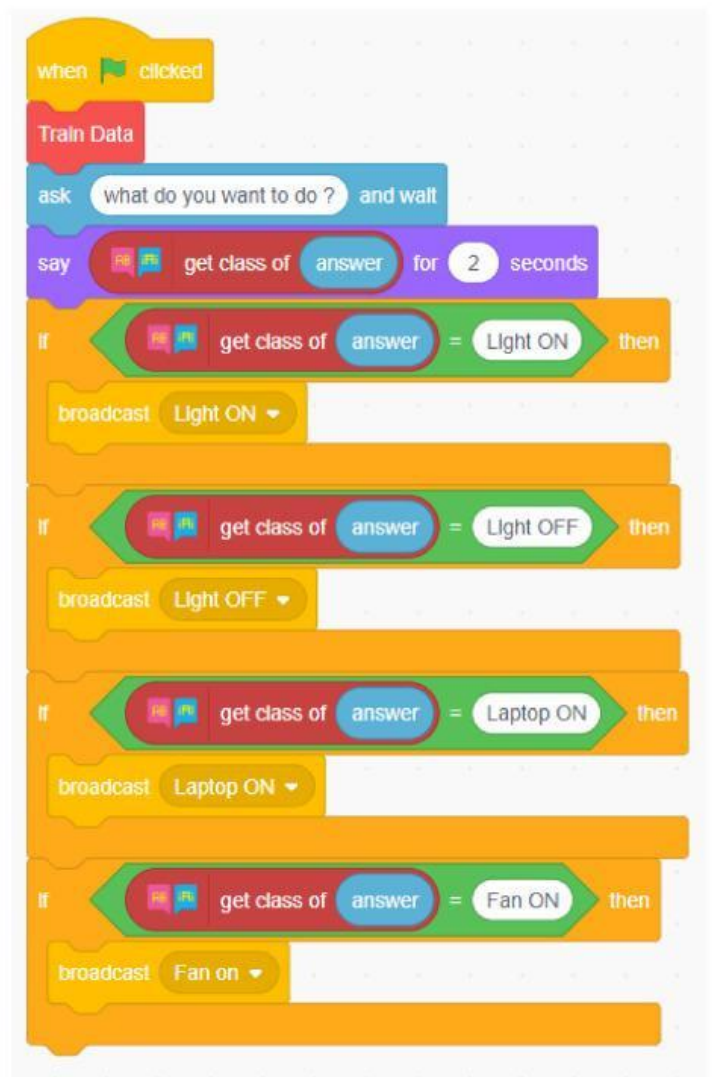
❖ Prepare the code for the Laptop 1 sprite.

- When you click on the green flag, you should get the Laptop 1 costume. For that, prepare the code as follows.

```
when [flag] clicked
switch costume to  Laptop 1 ▼
```
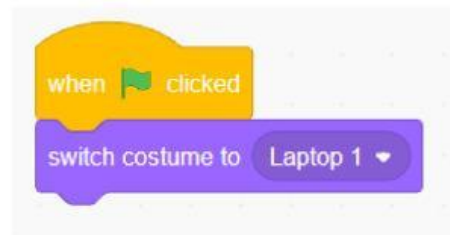
- You should receive the Laptop 2 costume when you receive a message as Laptop ON. For that, prepare the code as follows.

```
when I receive  Laptop ON ▼
switch costume to  Laptop 2 ▼
```
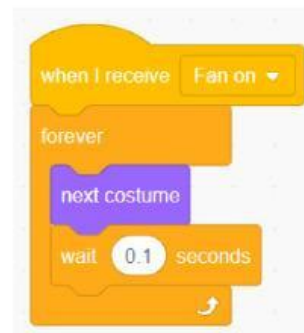
❖ Prepare the code for the Fan 1 sprite.

- When you click on the green flag, you should get the Fan 1 costume. For that, prepare the code as follows.

```
when [flag] clicked
switch costume to  Fan 1 ▼
```
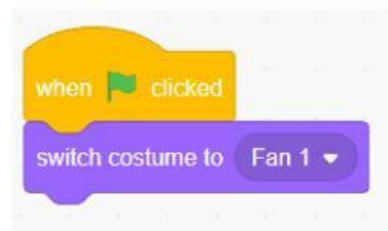
- When a message is received as Laptop ON, the costume should be changed in 0.1 seconds.

```
when I receive  Fan on ▼
forever
    next costume
    wait  0.1  seconds
```

❖ Prepare the code for the backdrop.
- Adjust the code to change the brightness (-20) when you click on the green flag.

```
when [green flag] clicked
set brightness effect to -20
```

- When you receive a message as Light ON, adjust the code to the brightness (0).

```
when I receive Light ON
set brightness effect to 0
```

- When you receive a message as Light OFF, set the code to the brightness (-70)..

```
when I receive Light OFF
set brightness effect to -70
```