Project 147

DP EDUCATION

Coding School



LIVEWORKSHEETS

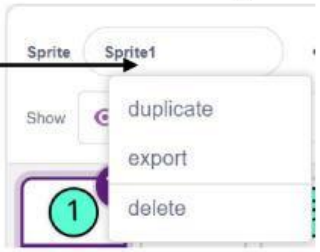
❖ Click on print and draw a circle. Adjust its size to 38 x 38. Write 1 in that circle. Then an image can be created as shown in the diagram below. Set the X,Y position and Size as shown in the diagram below.





❖ Then duplicate the above image set as sprite 1. Duplicate 15 such images.

Click on Duplication



❖ Then set the text and X,Y position of those pictures as below.

Text	X position	Y position
2	64	-98
3	-50	-50
4	7	-50
5	64	-50
6	-50	-2
7	7	-2
8	64	-2
9	-50	50
0	-50	-98
+	119	-2
-	7	50
=	64	50
X	119	-50
/	119	-98
C	119	50

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❖ Draw a box by clicking on print. Set its size to 222 x245. Then an image can be created as shown in the diagram below. Set the X,Y position and Size as shown in the diagram below .





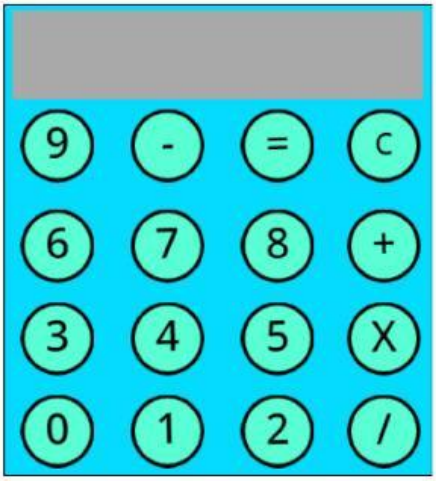
❖ Draw a box by clicking on print. Set its size to 213 x46. Then a picture can be prepared as shown in the diagram below. Set the X,Y position and Size as shown in the diagram below.





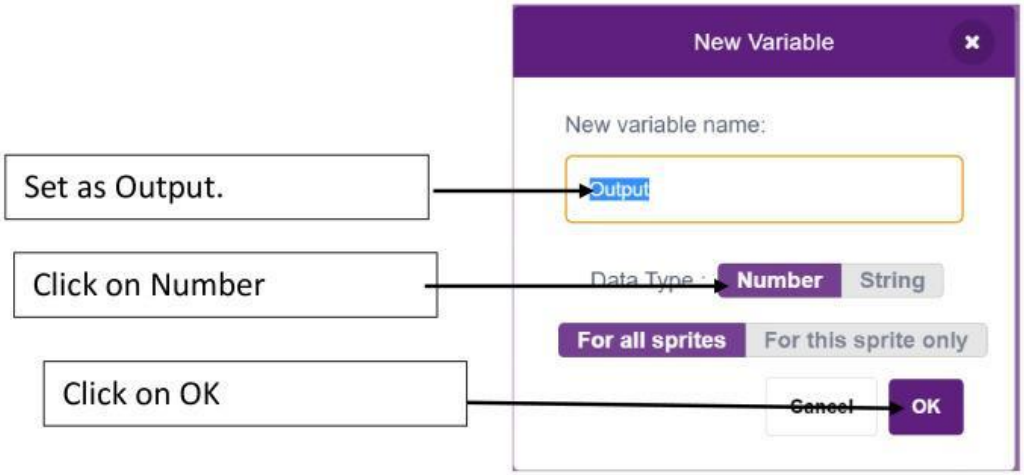
❖ When the desing is done, it will appear as follows.

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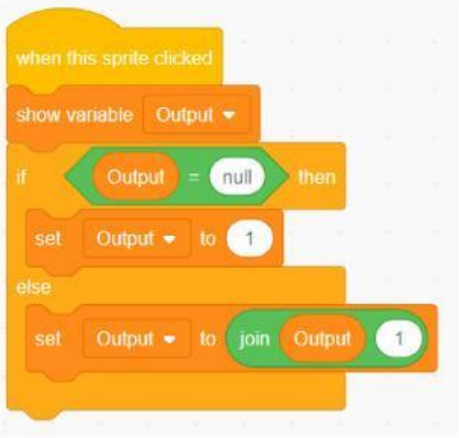
❖ 1 Let's prepare the code for the sprite.

- First set a variable as Output.



- When you click on this sprite, the output variable should be shown. If nothing is assigned to the output variable, the value of the output variable should be 1. Otherwise, 1 should be connected to the value assigned to the output variable.

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❖ Let's prepare the code for the Sprite with number 2.

- When you click on this sprite, the output variable should be shown. If nothing is assigned to the output variable, the value of the output variable should be 2. Otherwise, the value assigned to the output variable should be 2.

❖ Let's prepare the code for the sprite with number 3.

- When you click on this sprite, the output variable should be shown. If nothing is assigned to the output variable, the value of the output variable should be 3. Otherwise, the value assigned to the output variable should be 3.

❖ Let's prepare the code for the sprite with number 4.

- When you click on this sprite, the output variable should be shown. If nothing is assigned to the output variable, the value of the output variable should be 4. Otherwise, the value assigned to the output variable should be 4.

❖ Let's prepare the code for the sprite with number 5.

- When you click on this sprite, the Output variable should be shown. If nothing is assigned to the Output variable, the value of the Output variable should be 5. Otherwise, the value assigned to the Output variable should be 5.

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❖ Let's prepare the code for the sprite with number 6.
• When you click on this sprite, the output variable should be shown. If nothing is assigned to the output variable, the value of the output variable should be 6. Otherwise, the value assigned to the output variable should be 6

❖ Let's prepare the code for the sprite with number 7.

- When you click on this sprite, the output variable should be shown. If nothing is assigned to the output variable, the value of the output variable should be 7. Otherwise, the value assigned to the output variable should be 7.

❖ Let's prepare the code for the Sprite with number 8.

- When you click on this sprite, the output variable should be shown. If nothing is assigned to the output variable, the value of the output variable should be 8. Otherwise, the value assigned to the output variable should be 8.

❖ Let's prepare the code for the Sprite with number 9.

- • When you click on this sprite, the Output variable should be shown. If nothing is assigned to the Output variable, the value of the Output variable should be 9. Otherwise, 9 should be connected to the value assigned to the Output variable.

❖ Let's prepare the code for the sprite with number 0.

- • When you click on this sprite, the Output variable should be shown. If nothing is assigned to the Output variable, the value of the Output variable should be 0. Otherwise, 0 should be connected to the value assigned to the Output variable.

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❖ Let's prepare the code for the sprite with the plus sign.

- When you click on this sprite, the value of the Output variable should be assigned in the variable that is set as Num 1. Then the + sign should be assigned in the Output variable. The + sign should be removed in 0.5 seconds. Then the Output variable should be hide. Then there should be nothing in the Output variable. Then a message as Sum should be broadcast.



❖ Let's prepare the code for the sprite with the minus sign.

• When you click on this sprite, the value of the Output variable should be assigned in the variable that is set as Num 1. Then the - sign should be assigned in the Output variable. In 0.5 seconds - the sign should be removed. Then the Output variable will be hide. Then there should be nothing in the Output variable. Then a message as Reduce should be broadcast.

❖ Let's prepare the code for the sprite with the multiplication sign.

- When you click on this sprite, the value of the Output variable should be assigned in the variable that is set as Num 1. Then the x mark should be assigned to the Output variable. The x mark should be removed in 0.5 seconds. Then the Output variable should be hide. Then there should be nothing in the Output variable. Then a message should be broadcast as Multiply.

❖ Let's prepare the code for the sprite with the division sign.

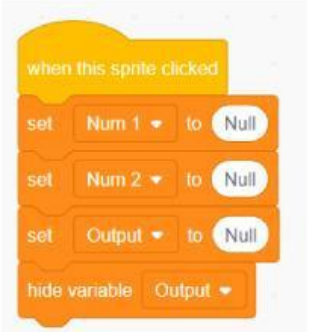
• When you click on this sprite, the value of the Output variable should be assigned in the variable that is set as Num 1. Then the / sign should be assigned in the Output variable. The / sign should be removed in 0.5 seconds. Then the Output variable will be hide. Then there should be nothing in the Output variable. Then a message should be broadcast as Division.

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❖ When you click on the sprite with C, prepare the code as follows.

• Set a variable as Num2.

• When you click on this sprite, Num 1, Num2, Output variables should be empty and Output variable should be hide.



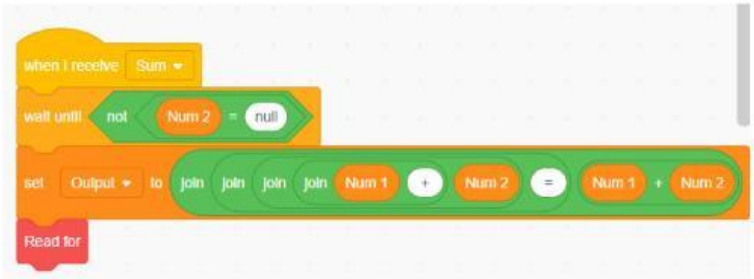
❖ When you click on the sprite with the equal sign, prepare the code as follows.

• When you click on this sprite, the value of the output variable should be assigned in the variable that is set as Num 2..



• Prepare a block as Read for using My block.

• Num2 variable should not be empty when a message is received as Sum. In the output variable, the value of the Num1 variable, (+), the value of the Num2 variable, (=), the value of the Num1 variable and the value of the Num2 variable, the answer should be displayed. Then the Read for block should be executed.



• Num2 variable should not be empty when a message is received as Reduce. In the output variable, the value of the Num1 variable, (-), the value of the Num2 variable, (=), the value of the Num1 variable and the

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value of the Num2 variable should be displayed. Then the Read for block should be executed.

• Num2 variable should not be empty when a message is received as Multiply. In the output variable, the value of the Num1 variable, (X), the value of the Num2 variable, (=), the value of the Num1 variable multiplied by the value of the Num2 variable, the answer should be displayed. Then the Read for block should be executed.

• Num2 variable should not be empty when a message is received as Division. In the output variable, the value of the Num1 variable, (/), the value of the Num2 variable, (=), the value of the Num1 variable divided by the value of the Num2 variable should be displayed. Then the Read for block should be executed.

• Prepare the code for the Read for block. After 2 seconds Num 1, Num2, Output variables should be empty and Output variable should be hide.



❖ Click on Output variable and click on large readout.



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