Project 148



DP EDUCATION

Coding School

PictoBlox

LIVEWORKSHEETS

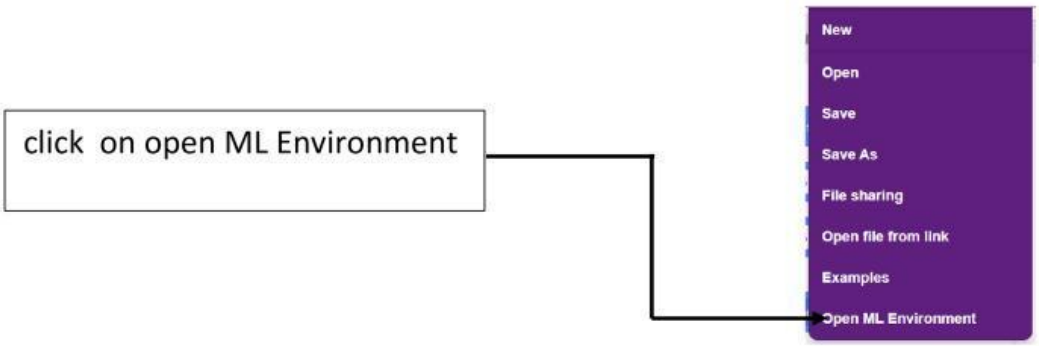
- Add the relevant frames using the link below.
  https://drive.google.com/drive/folders/1pzVmBI0O5z6nQdOPAXY_1wkwmydwOZUT?usp=drive_link

- When making the design, add all the frames given to the backdrop as a costume. Add the given animal images randomly.

- Add the teacher sprite by clicking on Upload a sprite. Adjust the X, Y position and size of the teacher sprite as follows.

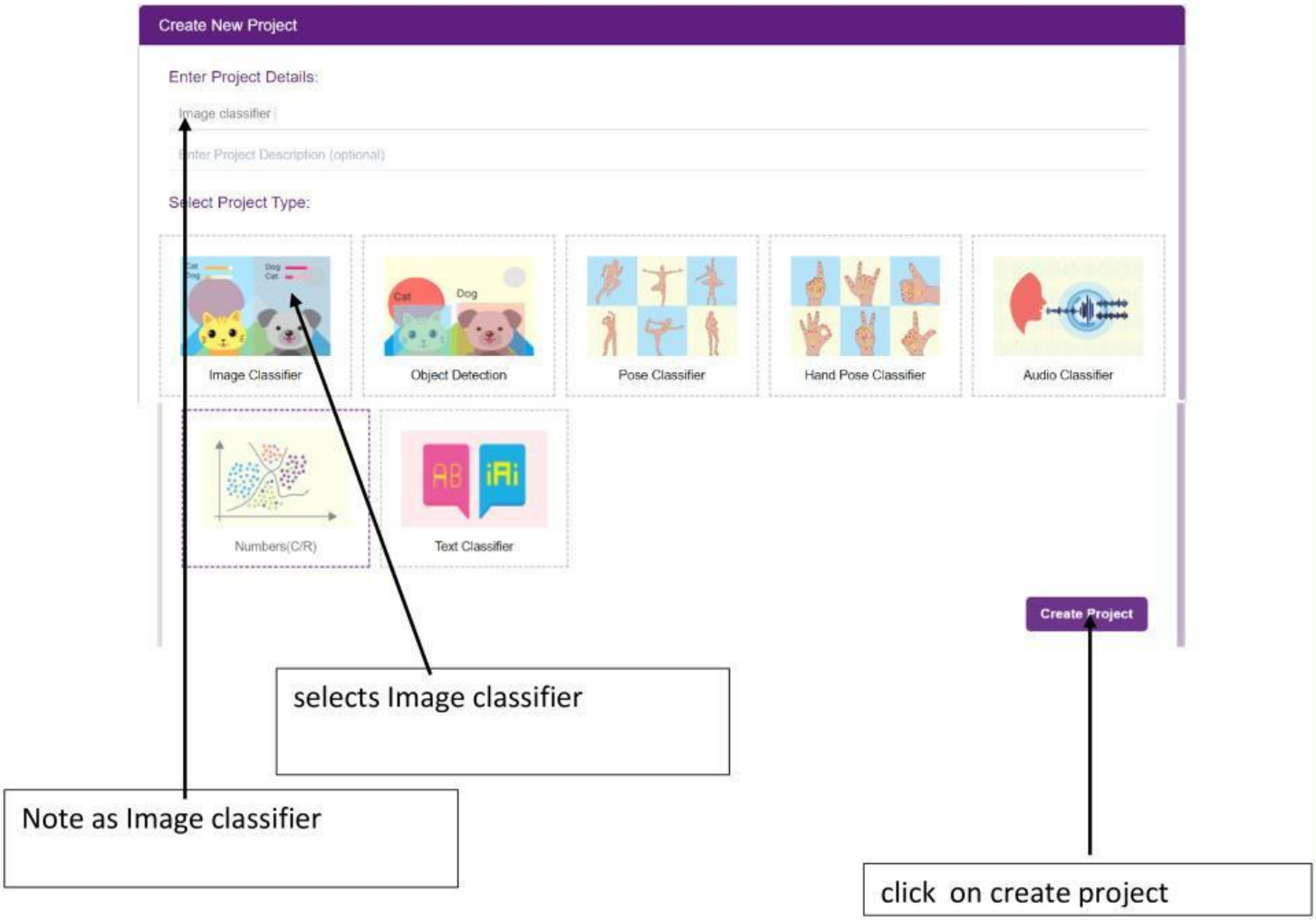


- Now let's train the AI model using Image classifier.
- Click on File and select open ML Environment under it.



- Click on Create new project.
- Enter image classifier for enter project name and select image classifier.
- Then click on create project.

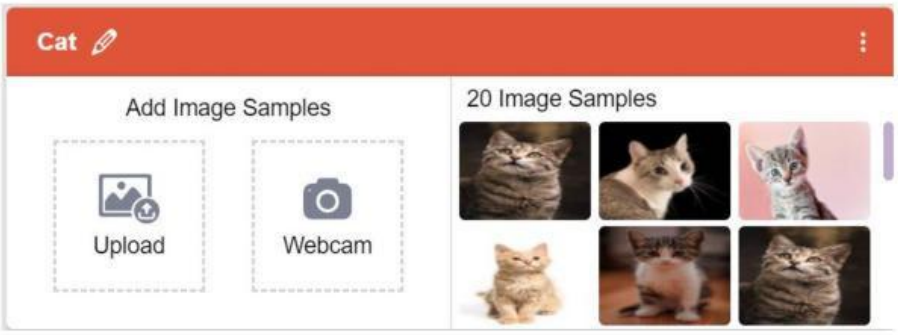
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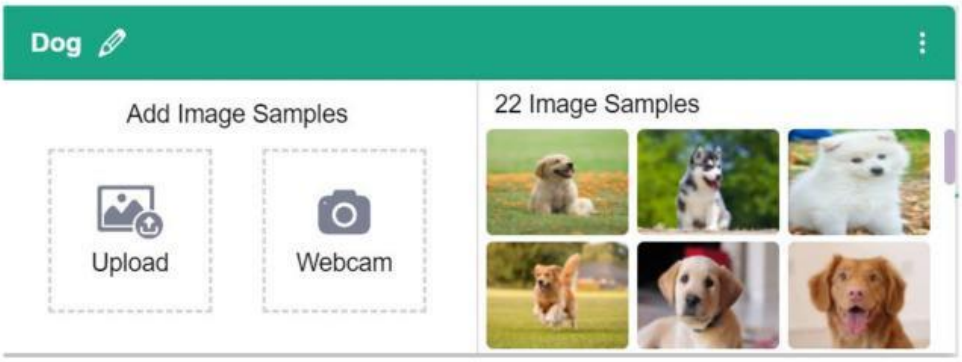
- Let's train the AI by giving the relevant Image classifier sample as follows.

- Give cat as class name. Then click on upload and add the picture frames of the cats on the computer. At least 20 frames should be added (If you don't have 20 picture frames of Pusan on the computer, you can use the same picture frame several times)

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- For Class name give it as Dog. Then click on upload and add the images of the dogs on the computer. At least 20 frames should be added. (If you do not have 20 dog frames on your computer, you can use the same frame several times)



- For Class name give it as Duck. Then click on upload and add the picture frames of the ducks on the computer. At least 20 frames must be added. (If you don't have 20 duck frames on your computer, you can use the same frame multiple times.)

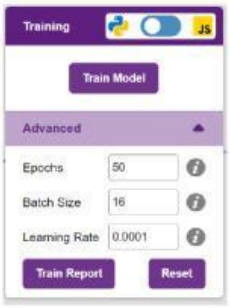
For Class name give it as Horse. Then click on upload and add the image frames of the horses on the computer. At least 20 frames should be added.

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- For Class name give it as Horse. Then click on upload and add the image frames of the horses on the computer. At least 20 frames should be added. (If you don't have 20 horse frames on your computer, you can use the same frame multiple times.)





Click on Advanced and enter the following values.

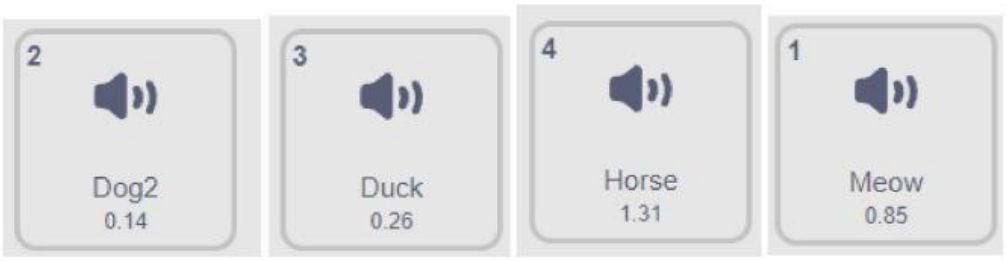
Then train the model by clicking on Train model.

Then click on Export model.



- Choose the sound Meow, Dog2, Duck, Hores under choose a sound under Sound.

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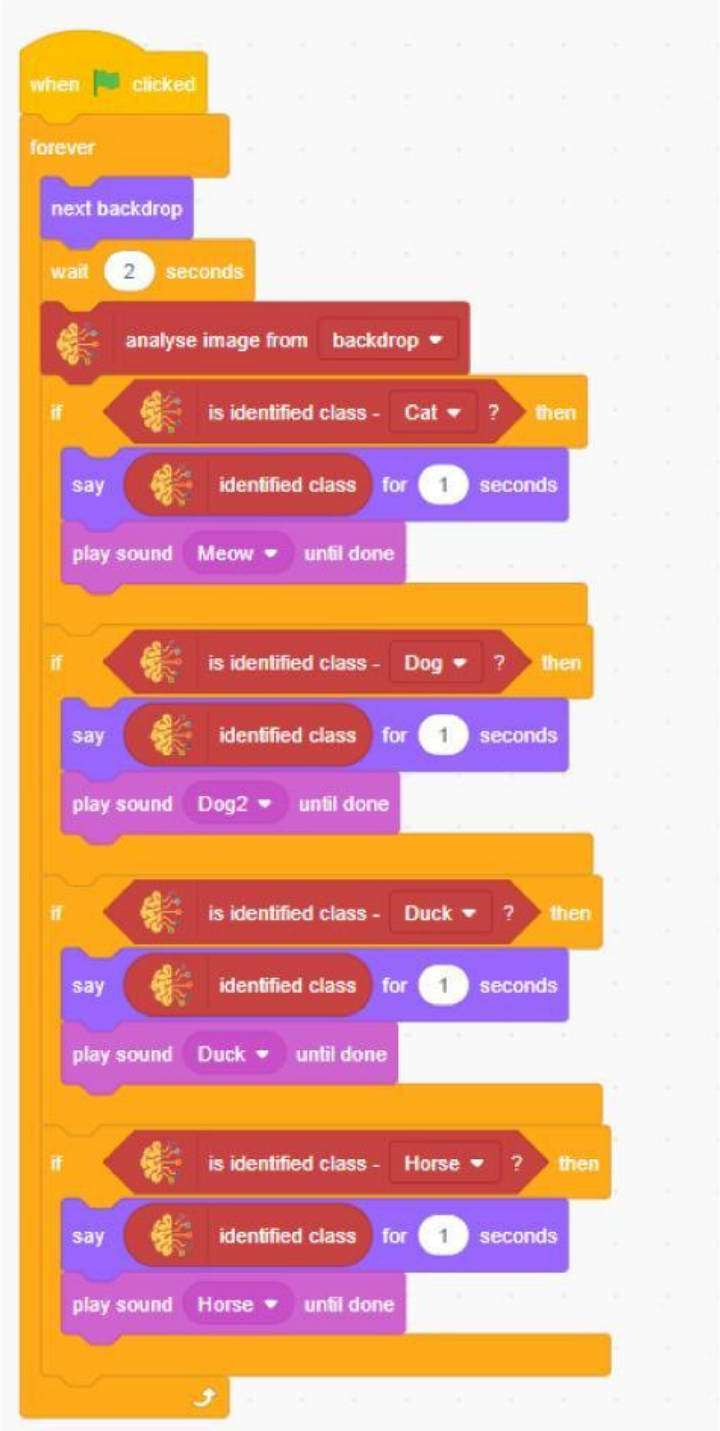


❖ Let's prepare the code now.

❖ Let's prepare the code for the following events to happen when the green flag is clicked.

- Use a forever block as the following events must occur continuously.
- Prepare the code to change the backdrop every 2 seconds.
- Analyze the backdrop.
- If it is equal to Class Cat, the name of that class should be displayed for 1 second and the Meow sound should be heard.
- If it is equal to Class Dog, the name of that class should be displayed for 1 second and the Dog2 sound should sound.
- If it is equal to Class Duck, the name of that class should be displayed for 1 second and the Duck sound should be played.
- If the class is equal to Hores, the name of that class should be displayed for 1 second and the Hores sound should sound..

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