# Project 19

## DP EDUCATION | Coding School

**19**



How It Works

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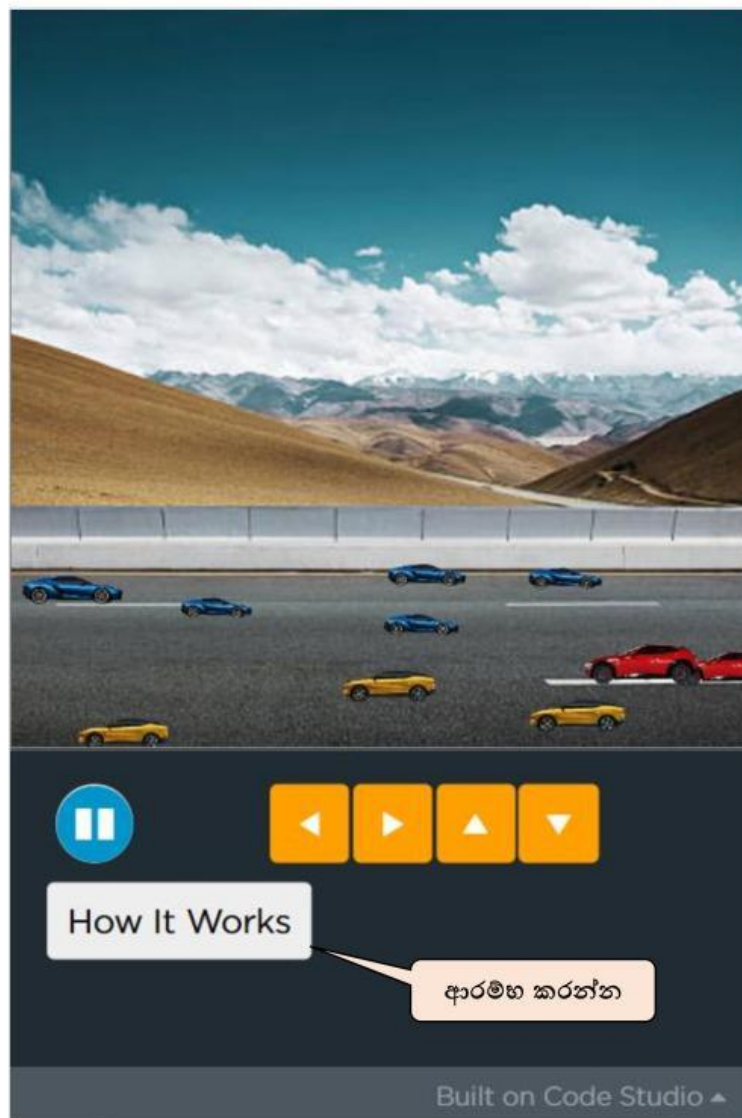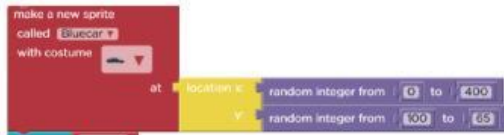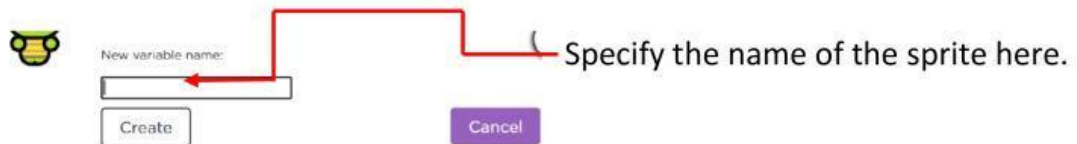Built on Code Studio ▲

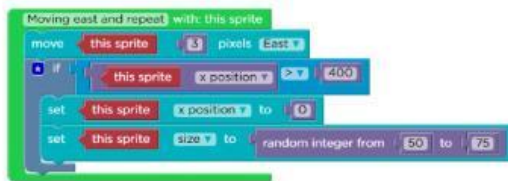❖ You've got a background layer with a road as shown below.



❖ Create a sprite named "blue car" as follows. Set X to 0 to 400 and Y to 100 to 65.



❖ To set the name of the sprite, click on the small arrow in front of the make a new sprite call block and select Rename this sprite..
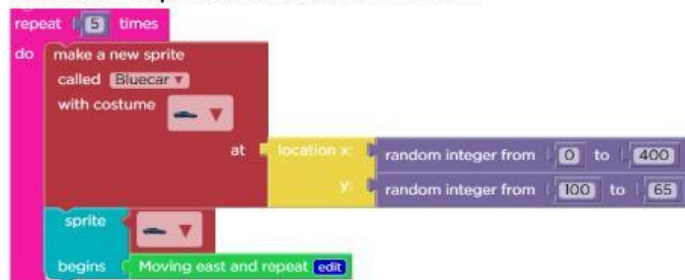


Specify the name of the sprite here.

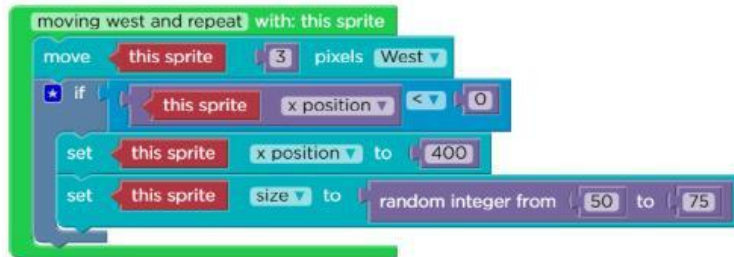❖ Set a new behavior as Moving east and repeat as below.



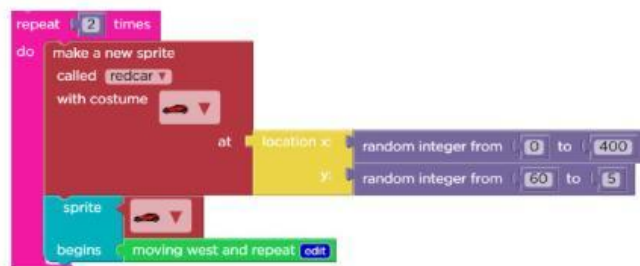❖ Then connect that behavior to the sprite begin block.



❖ As you need 5 blue cars moving in the east direction, put the above blocks into the repeat blocks as follows.
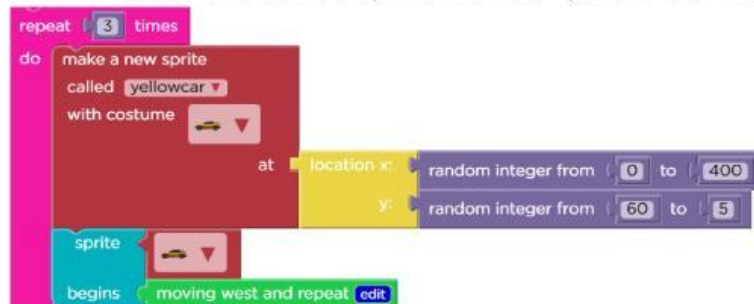


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- ❖ As you need 5 blue cars moving in the east direction, put the above blocks into the repeat blocks as follows.
- ❖ Set a new behavior as Moving west and repeat as below.

```
moving west and repeat  with: this sprite
move    this sprite    3  pixels  West ▼
 ⭐ if        this sprite    x position ▼  < ▼  0
     set    this sprite    x position ▼  to  400
     set    this sprite    size ▼  to   random integer from  50  to  75
```

- ❖ Set a new behavior as Moving west and repeat as below.

```
repeat  2  times
do    make a new sprite
      called  redcar ▼
      with costume    🚗 ▼
                at    location x:   random integer from  0  to  400
                         y:   random integer from  60  to  5
      sprite    🚗 ▼
      begins    moving west and repeat  edit
```

- ❖ Use the following blocks to make 3 yellow cars move in the same direction as the red cars. Create a sprite named "yellow car" for the yellow cars..

```
repeat  3  times
do    make a new sprite
      called  yellowcar ▼
      with costume    🚗 ▼
                at    location x:   random integer from  0  to  400
                         y:   random integer from  60  to  5
      sprite    🚗 ▼
      begins    moving west and repeat  edit
```

Choose the correct answer.

1. [location x: random integer from 0 to 400 / y: random integer from 100 to 65]  what does it mean?

The value of X ranges from 0 to 400 and the value of Y ranges from 100 to 65.

The value of X ranges from 100 to 65 and the value of Y ranges from 400 to 0.

The value of X ranges from 0 to (-400) and the value of Y ranges from (-100) to 65.
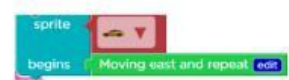
2.  What does this mean/

When the X position of the respective sprite is 400, the X position is 0 should be less than and the size of that sprite was between 50 and 75 must be.

When the X position of the respective sprite is less than 0, the size of the sprite will be adjusted between 50 and 75 when the X position is 400.

When the X position of the respective sprite is greater than 0, the size of the sprite will be set between 50 and 75 when the X position is 400.

3. What blocks are used to move the yellow car?



4. What block have you used to make a sprite of a blue car appear on the screen?



5. What block is used to make the same sprite appear on the screen as several sprites?