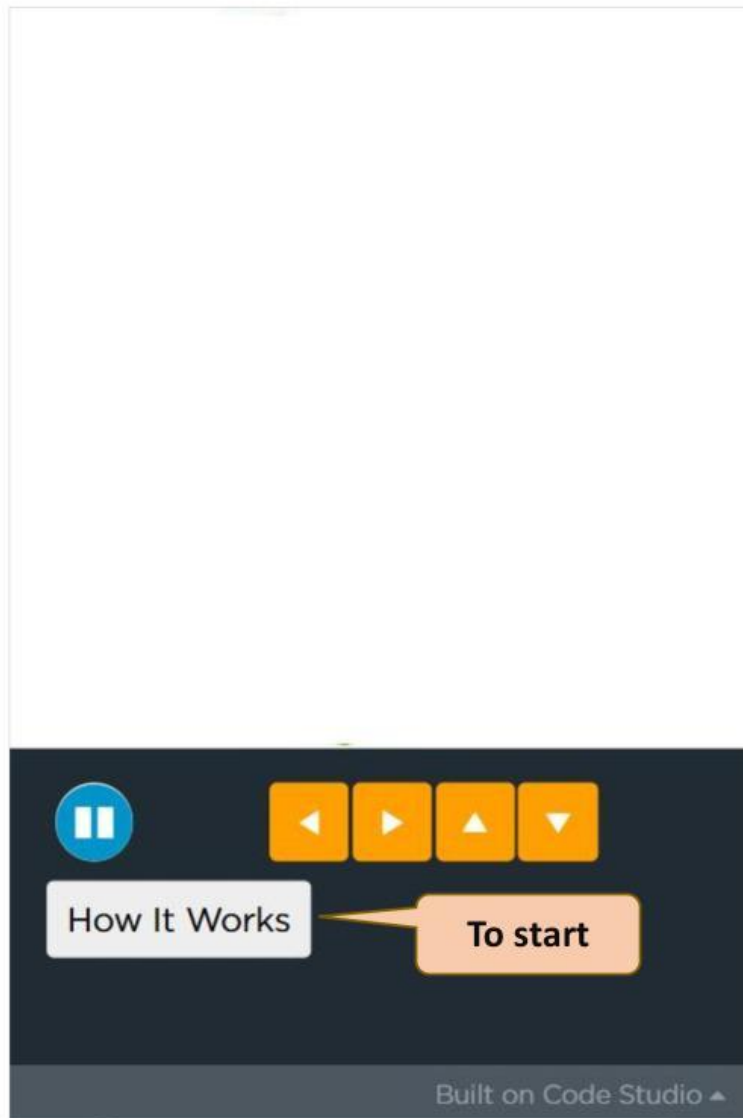


# Homework Assignment

21



## Coding School



- The start screen you get has a dark background.



- Create a MySprite named Threewheel as learned in the lesson.



Select this image for that



- Set its position to (358,58).  
In the three-wheeler  
Front light  
It should be arranged as shown in the image
- Arrange the blocks as follows to get the light from the left arrow key



- The three-wheel should move to the left with the lamp light from the left arrow key.



For that, let's create the Moving West and Continuously block.



```

Behavior
this sprite

Moving West and Continuously with: this sprite
move Threewheel 5 pixels West
move [Lantern] 5 pixels West
if Threewheel x position < 20
  set Threewheel x position to 380
  remove [Lantern]
  set background to [Light]

```

The three-wheel and the lantern should move 5 pixels to the left.

When the X position of the three-wheel is less than 20,

Its X position should be adjusted back to 380.

Then the light should disappear

The background should change to a light one

**Select the correct answer.**

1. The mobile three wheeler is travelling to sell sweets in day time. What are the blocks required to travel by honking in the afternoon?

```

Moving west and continuously with: this sprite
move Threewheel 5 pixels West
move [Lantern] 5 pixels West
if Threewheel x position < 20
  set Threewheel x position to 380
  remove [Lantern]
  set background to [Light]
  play sound [sound/category_ashtray_button_click_2mp_1]

```

```

Moving west and continuously with: this sprite
move Threewheel 5 pixels West
move [Lantern] 5 pixels West
if Threewheel x position < 20
  set Threewheel x position to 380
  remove [Lantern]
  set background to [Light]
  play sound [sound/category_ashtray_button_click_2mp_1]

```

```

Moving west and continuously with: this sprite
move Threewheel 5 pixels West
move [Lantern] 5 pixels West
play sound [sound/category_music/stand_high_level_sweets_complete.mp3]
if Threewheel x position < 20
  set Threewheel x position to 380
  remove [Lantern]
  set background to [Light]

```

```

if (Three-wheeler x position < 20)
  set (Three-wheeler x position) to 380
  remove (Three-wheeler)
  set background to (Afternoon background)

```

2.

What is the idea of this blocks set?

If the value of X is less than 20, but again the value of X is 380, the lamp light will disappear and the background in the dark should change to the background in the afternoon.

If the value of X is greater than 20, but again the value of X is 380, the lamp light will disappear and the background in the dark should change to the background in the afternoon.

When the value of X is 380, again the value of X is 20, the lamp light will disappear and the background of the dark time should change to the background of the afternoon.

3 . If the van in the image on the right is used instead of the three wheel, choose the correct statements about the Moving west and continuously block prepared for it.



The van and the lantern should go 5 pixels to the right

When the vane's X position is less than 20, its X position should be adjusted back to 380.

At X position 380 of the vane, the light is removed.

The vane and lantern light should go 5 pixels each to the west.

When the X position of the vane is less than 10, it switches to an illuminated background.

```

Moving west and Continuously with: this sprite
move (DPVan2) 5 pixels West
move (Lantern) 5 pixels West
if (DPVan2 x position < 10)
  set (DPVan2 x position) to 380
  remove (Lantern)
  set background to (Illuminated background)

```