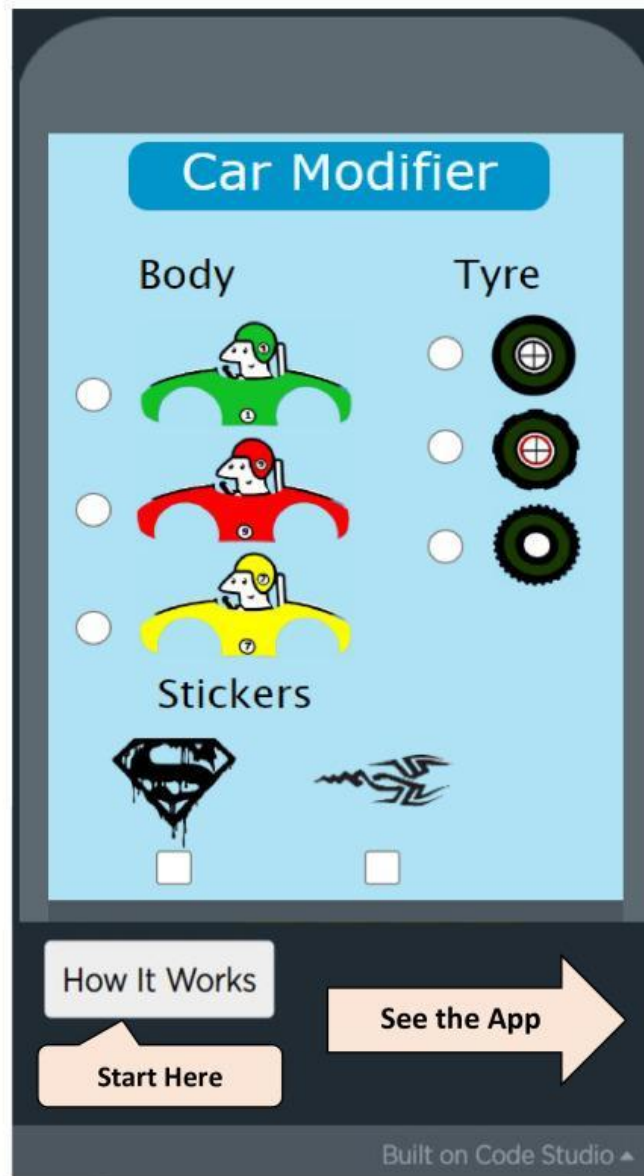


Project 46

46



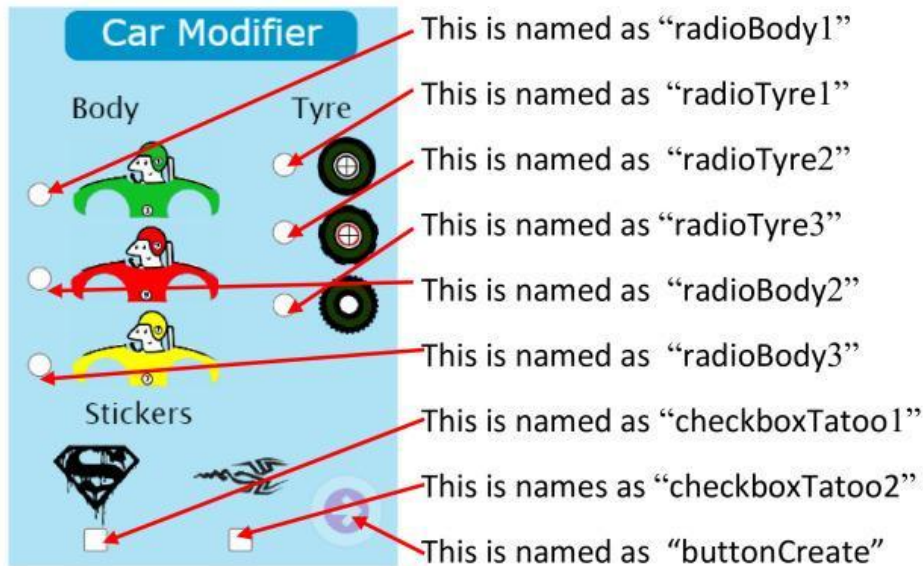
Coding School



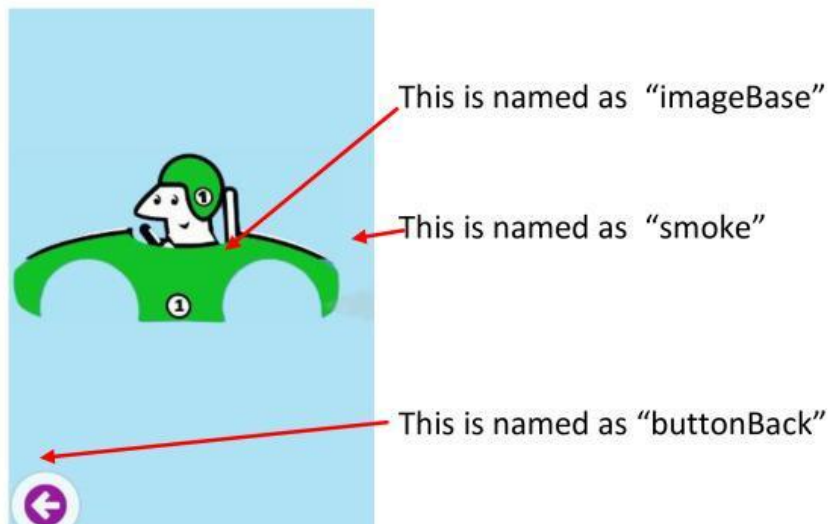
Project 46

Let's create a car.

Car Modifier app is designed with two screens.
The first screen is as follows.



The second screen is as follows.



- ❖ When the radio button named "radioTyre1" is clicked and one of the radio buttons named "radioBody1", "radioBody2", "radioBody3" is selected, apply the relevant blocks to display the button named "buttonCreate" as follows..

```
onEvent(▼"radioTyre1", ▼"click", function() {
  if (getProperties(▼"radioBody1", ▼"checked") || (getProperties(▼"radioBody2", ▼"checked") || getProperties(▼"radioBody3", ▼"checked"))) {
    showElement(▼"buttonCreate");
  }
});
```

- ❖ When the radio button named "radioTyre2" is clicked and one of the radio buttons named "radioBody1", "radioBody2", "radioBody3" is selected, apply the relevant blocks to display the button named "buttonCreate" as follows.

```
onEvent(▼"radioTyre2", ▼"click", function() {
  if (getProperties(▼"radioBody1", ▼"checked") || (getProperties(▼"radioBody2", ▼"checked") || getProperties(▼"radioBody3", ▼"checked"))) {
    showElement(▼"buttonCreate");
  }
});
```

- ❖ When the radio button named "radioTyre3" is clicked and one of the radio buttons named "radioBody1", "radioBody2", "radioBody3" is selected, apply the relevant blocks to display the button named "buttonCreate" as follows.

```
onEvent(▼"radioTyre3", ▼"click", function() {
  if (getProperties(▼"radioBody1", ▼"checked") || (getProperties(▼"radioBody2", ▼"checked") || getProperties(▼"radioBody3", ▼"checked"))) {
    showElement(▼"buttonCreate");
  }
});
```

- ❖ Apply the setScreen block in the onEvent block as follows to get the screen that says "car" when you click on "buttonCreate".

```
onEvent(▼"buttonCreate", ▼"click", function() {
  setScreen(▼"Car");
});
```

- ❖ When the radio button called "radioBody1" is selected, the colour of the image called "imageBase" should be green. Apply the following blocks to the onEvent block.

```
if (getProperties(▼"radioBody1", ▼"checked")) {
  setImageURL(▼"imageBase", ▼"green0.png");
}
```

- ❖ When you click on the relevant radio button as above, use the following blocks to display the image mentioned as "imageBase" in the relevant colour.


```

if ( getProperty(▼"radioBody2", ▼"checked") ) {
  setImageURL(▼"imageBase", ▼"red0.png");
}
+
if ( getProperty(▼"radioBody3", ▼"checked") ) {
  setImageURL(▼"imageBase", ▼"yellow0.png");
}
+

```

- ❖ If "radioBody1" and "radioTyer1" are selected, the image mentioned as "imageBase" has the corresponding colour and the corresponding type of tire, and apply the following blocks to display the image.

```

if ( getProperty(▼"radioBody1", ▼"checked") && getProperty(▼"radioTyer1", ▼"checked") ) {
  setImageURL(▼"imageBase", ▼"greentyre0.png");
}
+

```

- ❖ Apply the following blocks to display the image named "imageBase" with the corresponding colour and the corresponding tire type according to the type of tire selected from "radioBody1" and "radioTyer1" or "radioTyer2".

```

if ( getProperty(▼"radioBody1", ▼"checked") && getProperty(▼"radioTyer2", ▼"checked") ) {
  setImageURL(▼"imageBase", ▼"greentyre1.png");
}
+
if ( getProperty(▼"radioBody1", ▼"checked") && getProperty(▼"radioTyer3", ▼"checked") ) {
  setImageURL(▼"imageBase", ▼"greentyre2.png");
}
+
if ( getProperty(▼"radioBody2", ▼"checked") && getProperty(▼"radioTyer1", ▼"checked") ) {
  setImageURL(▼"imageBase", ▼"redtyre0.png");
}
+
if ( getProperty(▼"radioBody2", ▼"checked") && getProperty(▼"radioTyer2", ▼"checked") ) {
  setImageURL(▼"imageBase", ▼"redtyre1.png");
}
+
if ( getProperty(▼"radioBody2", ▼"checked") && getProperty(▼"radioTyer3", ▼"checked") ) {
  setImageURL(▼"imageBase", ▼"redtyre2.png");
}
+

```

- ❖ According to the type of tire selected from "radioTyer1" or "radioTyer2" or "radioTyer3" with "radioBody2", the image mentioned as "imageBase" with the related colour and the related tire type is used to display the following blocks.

- ❖ According to the type of tire selected from "radioBody3" with "radioTyer1" or "radioTyer2" or "radioTyer3" the image mentioned as "imageBase" with the related color and the related tire type is used to display the following blocks.

```

if ( getProperty(▼"radioBody3", ▼"checked") && getProperty(▼"radioTyer1", ▼"checked") ) {
  setImageURL(▼"imageBase", ▼"yellowtyre0.png");
}
+
if ( getProperty(▼"radioBody3", ▼"checked") && getProperty(▼"radioTyer2", ▼"checked") ) {
  setImageURL(▼"imageBase", ▼"yellowtyre1.png");
}
+
if ( getProperty(▼"radioBody3", ▼"checked") && getProperty(▼"radioTyer3", ▼"checked") ) {
  setImageURL(▼"imageBase", ▼"yellowtyre2.png");
}

```

- ❖ The green car with the tattoo named "checkboxTattoo1" and the image as "imageBase" according to the tire type selected from "radioTyer1" or "radioTyer2" or "radioTyer3" with "radioBody1" and "checkboxTattoo1" Use the following blocks to display the selected tire type.

```

if ( getProperty(▼"radioBody1", ▼"checked") && ( getProperty(▼"radioTyer1", ▼"checked") && getProperty(▼"checkboxTattoo1", ▼"checked") ) ) {
  setImageURL(▼"imageBase", ▼"greentyre0tattoo1.png");
}
+
if ( getProperty(▼"radioBody1", ▼"checked") && ( getProperty(▼"radioTyer2", ▼"checked") && getProperty(▼"checkboxTattoo1", ▼"checked") ) ) {
  setImageURL(▼"imageBase", ▼"greentyre1tattoo1.png");
}
+
if ( getProperty(▼"radioBody1", ▼"checked") && ( getProperty(▼"radioTyer3", ▼"checked") && getProperty(▼"checkboxTattoo1", ▼"checked") ) ) {
  setImageURL(▼"imageBase", ▼"greentyre2tattoo1.png");
}

```

- ❖ As above, apply the following blocks to display cars in red and yellow colours with the tattoo named "checkboxTattoo1" according to the selected tire type.

```

if ( getProperty(▼"radioBody2", ▼"checked") && ( getProperty(▼"radioTyer1", ▼"checked") && getProperty(▼"checkboxTattoo1", ▼"checked") ) ) {
  setImageURL(▼"imageBase", ▼"redtyre0tattoo1.png");
}
+
if ( getProperty(▼"radioBody2", ▼"checked") && ( getProperty(▼"radioTyer2", ▼"checked") && getProperty(▼"checkboxTattoo1", ▼"checked") ) ) {
  setImageURL(▼"imageBase", ▼"redtyre1tattoo1.png");
}
+
if ( getProperty(▼"radioBody2", ▼"checked") && ( getProperty(▼"radioTyer3", ▼"checked") && getProperty(▼"checkboxTattoo1", ▼"checked") ) ) {
  setImageURL(▼"imageBase", ▼"redtyre2tattoo1.png");
}
+
if ( getProperty(▼"radioBody3", ▼"checked") && ( getProperty(▼"radioTyer1", ▼"checked") && getProperty(▼"checkboxTattoo1", ▼"checked") ) ) {
  setImageURL(▼"imageBase", ▼"yellowtyre0tattoo1.png");
}
+
if ( getProperty(▼"radioBody3", ▼"checked") && ( getProperty(▼"radioTyer2", ▼"checked") && getProperty(▼"checkboxTattoo1", ▼"checked") ) ) {
  setImageURL(▼"imageBase", ▼"yellowtyre1tattoo1.png");
}
+
if ( getProperty(▼"radioBody3", ▼"checked") && ( getProperty(▼"radioTyer3", ▼"checked") && getProperty(▼"checkboxTattoo1", ▼"checked") ) ) {
  setImageURL(▼"imageBase", ▼"yellowtyre2tattoo1.png");
}

```


- ❖ Apply the following blocks to display the cars in green, red and yellow colors with the tattoo named "checkboxTattoo2" as above according to the selected tire type

```

1 if (getProperties("radioBody1", "checked") && (getProperties("radioTyre1", "checked") && getProperties("checkboxTattoo1", "checked"))) {
2   setImageURL("imageBase", "greentyre0tattoo2.png");
3 }
4 if (getProperties("radioBody1", "checked") && (getProperties("radioTyre2", "checked") && getProperties("checkboxTattoo1", "checked"))) {
5   setImageURL("imageBase", "greentyre1tattoo2.png");
6 }
7 if (getProperties("radioBody1", "checked") && (getProperties("radioTyre3", "checked") && getProperties("checkboxTattoo1", "checked"))) {
8   setImageURL("imageBase", "greentyre2tattoo2.png");
9 }
10 if (getProperties("radioBody1", "checked") && (getProperties("radioTyre3", "checked") && getProperties("checkboxTattoo1", "checked"))) {
11   setImageURL("imageBase", "greentyre2tattoo2.png");
12 }
13 if (getProperties("radioBody2", "checked") && (getProperties("radioTyre1", "checked") && getProperties("checkboxTattoo1", "checked"))) {
14   setImageURL("imageBase", "redtyre0tattoo2.png");
15 }
16 if (getProperties("radioBody2", "checked") && (getProperties("radioTyre2", "checked") && getProperties("checkboxTattoo1", "checked"))) {
17   setImageURL("imageBase", "redtyre1tattoo2.png");
18 }
19 if (getProperties("radioBody2", "checked") && (getProperties("radioTyre3", "checked") && getProperties("checkboxTattoo1", "checked"))) {
20   setImageURL("imageBase", "redtyre2tattoo2.png");
21 }
22 if (getProperties("radioBody3", "checked") && (getProperties("radioTyre1", "checked") && getProperties("checkboxTattoo1", "checked"))) {
23   setImageURL("imageBase", "yellowtyre0tattoo2.png");
24 }
25 if (getProperties("radioBody3", "checked") && (getProperties("radioTyre2", "checked") && getProperties("checkboxTattoo1", "checked"))) {
26   setImageURL("imageBase", "yellowtyre1tattoo2.png");
27 }

```

- ❖ Use the following blocks to display the green car with both tattoos named "checkboxTattoo1" and "checkboxTattoo2" according to the selected tire type.

```

28 if (getProperties("radioBody1", "checked") && (getProperties("radioTyre1", "checked") && (getProperties("checkboxTattoo1", "checked") && getProperties("checkboxTattoo2", "checked")))) {
29   setImageURL("imageBase", "greentyre0tattoo2.png");
30 }
31 if (getProperties("radioBody1", "checked") && (getProperties("radioTyre2", "checked") && (getProperties("checkboxTattoo1", "checked") && getProperties("checkboxTattoo2", "checked")))) {
32   setImageURL("imageBase", "greentyre1tattoo2.png");
33 }
34 if (getProperties("radioBody1", "checked") && (getProperties("radioTyre3", "checked") && (getProperties("checkboxTattoo1", "checked") && getProperties("checkboxTattoo2", "checked")))) {
35   setImageURL("imageBase", "greentyre2tattoo2.png");
36 }

```

- ❖ Apply the following blocks to display the red and yellow cars with both tattoos named "checkboxTattoo1" and "checkboxTattoo2" as above, according to the selected tire type.

```

14 {
  if (getProperty(▼"radioBody2", ▼"checked") && (getProperty(▼"radioTyre1", ▼"checked") && (getProperty(▼"checkboxTattoo2", ▼"checked") && (getProperty(▼"checkboxTattoo1", ▼"checked")))) {
    setImageURL(▼"imageBase", ▼"redtyreall.png");
  }
}

15 {
  if (getProperty(▼"radioBody2", ▼"checked") && (getProperty(▼"radioTyre2", ▼"checked") && (getProperty(▼"checkboxTattoo2", ▼"checked") && (getProperty(▼"checkboxTattoo1", ▼"checked")))) {
    setImageURL(▼"imageBase", ▼"redtyreall.png");
  }
}

16 {
  if (getProperty(▼"radioBody2", ▼"checked") && (getProperty(▼"radioTyre3", ▼"checked") && (getProperty(▼"checkboxTattoo2", ▼"checked") && (getProperty(▼"checkboxTattoo1", ▼"checked")))) {
    setImageURL(▼"imageBase", ▼"redtyreall.png");
  }
}

17 {
  if (getProperty(▼"radioBody3", ▼"checked") && (getProperty(▼"radioTyre1", ▼"checked") && (getProperty(▼"checkboxTattoo2", ▼"checked") && (getProperty(▼"checkboxTattoo1", ▼"checked")))) {
    setImageURL(▼"imageBase", ▼"yellowtyreall.png");
  }
}

18 {
  if (getProperty(▼"radioBody3", ▼"checked") && (getProperty(▼"radioTyre2", ▼"checked") && (getProperty(▼"checkboxTattoo2", ▼"checked") && (getProperty(▼"checkboxTattoo1", ▼"checked")))) {
    setImageURL(▼"imageBase", ▼"yellowtyreall.png");
  }
}

19 {
  if (getProperty(▼"radioBody3", ▼"checked") && (getProperty(▼"radioTyre3", ▼"checked") && (getProperty(▼"checkboxTattoo2", ▼"checked") && (getProperty(▼"checkboxTattoo1", ▼"checked")))) {
    setImageURL(▼"imageBase", ▼"yellowtyreall.png");
  }
}

```

- ❖ Use the following blocks to display an image of smoke after 1 second of the car you have created.

```

setTimeout( function() {
  showElement(▼"smoke");
}, 1000);

```

- ❖ When you click on the button named "buttonBack", use the following blocks to go back to the screen named "Garage".

```

onEvent(▼"buttonBack", ▼"click", function() {
  setScreen(▼"Garage");
});

```

Select the correct answer

1. When designing the car modifier app, select  the design tool used for this purpose

Check box

Radio button

Chart

2. Car modifier app allows you to select both tattoos at once if you want. Is that because of which design tool was used in the design?



3. After 1 second, what block should be applied to show the image called "smoke"?

```
stopTimedLoop();  
showElement(▼ "smoke");
```

```
setTimeout( function() {  
  showElement(▼ "smoke");  
}, 1);
```

```
setTimeout( function() {  
  showElement(▼ "smoke");  
}, 1000);
```

```
if (getProperty(▼ "radioBody2", ▼ "checked") && (getProperty(▼ "radioTyre3", ▼ "checked") && getProperty(▼ "checkboxTatto2", ▼ "checked"))) {  
  setImageURL(▼ "imageBase", ▼ "redtyre2tatto2.png");  
}
```

4. What does this block do?

If the check box named "checkboxTatto2" is selected with the radio button named "radioBody2" or the radio button named "radioTyre3", the image named "redtyre2tatto2.png" will be displayed in the image named "imageBase".

If the check box named "checkboxTatto2" is selected with both radio buttons "radioBody2" and "radioTyre3", the image named "redtyre2tatto2.png" will be displayed in the image named "imageBase".

If both radio buttons "radioBody2" and "radioTyre3" or the check box "checkboxTatto2" are selected, the image named "redtyre2tatto2.png" will be displayed in the image whose id is "imageBase".


```
if (getProperty(▼"radioBody1", ▼"checked") || (getProperty(▼"radioBody2", ▼"checked") || getProperty(▼"radioBody3", ▼"checked"))) {  
  showElement(▼"buttonCreate");  
}
```

5.

What does this block do?

If all the radio buttons "radioBody1", "radioBody2", "radioBody3" are selected, the button "buttonCreate" will appear.

If one of the radio buttons "radioBody1", "radioBody2", "radioBody3" is selected, the button "buttonCreate" will not be visible.

If one of the radio buttons "radioBody1", "radioBody2", "radioBody3" is selected, the button "buttonCreate" will appear.