

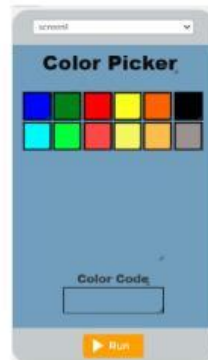
Project 61

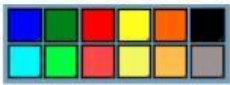


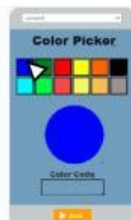
Coding School



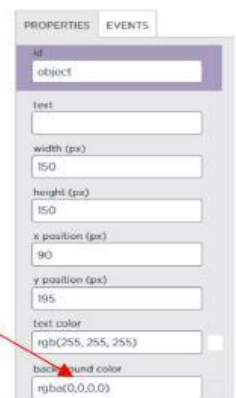
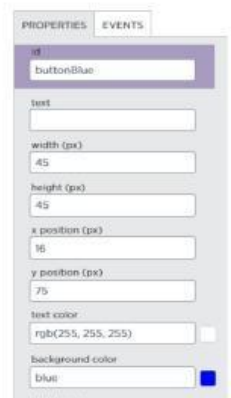
- ❖ Let's create a colour picker.



- ❖ To design the screen as above, first add a label at the top of the screen. Note the text as "Color Picker". Change its properties in this way.
- ❖ Then let's create the colour palette. Use buttons for this.
- ❖ By changing the  properties of one button as below and duplicating it, you can easily adjust the color palette. The ID and background colour of each button should be different.
- ❖ Let's add another button to enlarge the selected colour on the screen.



The properties of that button are as follows. Until a color is selected, it has no color, so let's make the default background color of the button transparent until then.



- ❖ Add a label as colour code and change its properties as follows.
- ❖ Add another label to show the code of the selected colour below it and change its properties as below. Make the background colour of the label transparent and increase the border width.

Properties panel for 'colorCode':

- id: colorCode
- text: (empty)
- width (px): 160
- height (px): 41
- x position (px): 80
- y position (px): 385
- text color: rgb(51, 51, 51)
- background color: rgba(0, 0, 0, 0)
- font family: Arial
- font size (px): 34

Properties panel for 'label2':

- id: label2
- text: Color Code
- width (px): 119
- height (px): 24
- x position (px): 100
- y position (px): 360
- text color: rgb(51, 51, 51)
- background color: rgba(0, 0, 0, 0)
- font family: Arial Black
- font size (px): 19

- ❖ The location of the colour code for each colour is given below.



When you give the background colour for a certain object, the colour code related to that colour is displayed in the place given below. By giving this code, you can set the relevant colour as the background colour. Here is the colour code for blue colour. It is #0000FF.

- ❖ The colour-codes of the background colour used for each button when creating the colour pallet are required in the code section when creating the app.

- ❖ When the mouse is placed on each colour box in the colour palette, let's set the codes that are necessary to show that colour by the button made to enlarge our corresponding colour, and to show the colour code related to that colour in the bottom box.
- ❖ When the mouse is moved over the box containing the blue colour, these codes can be created as explained above.

```
onEvent(▼ "buttonBlue", ▼ "mouseover", function() {
  setProperty(▼ "object", ▼ "background-color", ▼ "#0000FF");
  setText(▼ "colorCode", ▼ "#0000FF");
});
```

By doing this, when the mouse comes to the blue button, the id is "object", the background color of the button we have created as transparent is changed to blue by the color code of blue color "0000FF".

```
setProperty(▼ "object", ▼ "background-color", ▼ "#0000FF");
```

Change the `setText(▼ "colorCode", ▼ "#0000FF");` text of the created label to display the color code below

If the mouse is moved out of the box with blue colour or to a box with another colour, the colour of the "object" button should be changed to another colour or transparent.

The label to show the colour code should also be changed accordingly.

Create the following code for that.

```
onEvent(▼ "buttonBlue", ▼ "mouseout", function() {
  setProperty(▼ "object", ▼ "background-color", ▼ rgb(255,255,255,0));
  setText(▼ "colorCode", ▼ "");
});
```

This will make the colour of the "object" button transparent and empty the text in the box where the color code is displayed.

- ❖ This happens when the mouse is out of a colored box.
- ❖ Create the codes related to mouseover and mouseout on the other coloured boxes in the same way as the code was created for the button with the blue colour above when the mouse comes and goes.
- ❖ Use the colour codes you used to create the colour palette for each button here.

Choose correct answer.

1. Use the colour codes you used to create the colour palette for each button here.

```
onEvent(▼ "buttonBlue", ▼ "mouseover", function() {  
  setProperty(▼ "object", ▼ "background-color", ▼ "#0000FF");  
  setText(▼ "colorCode", "#0000FF");  
});
```

```
onEvent(▼ "buttonBlue", ▼ "click", function() {  
  setProperty(▼ "object", ▼ "background-color", ▼ "#0000FF");  
  setText(▼ "colorCode", "#0000FF");  
});
```

```
onEvent(▼ "object", ▼ "click", function() {  
  setProperty(▼ "object", ▼ "background-color", ▼ "#0000FF");  
  setText(▼ "colorCode", "#0000FF");  
});
```

2. What is the correct part of the code to change the colour of the text showing the colour code to red?

```
setProperty(▼ "colorCode", ▼ "text-color", ▼ "red");
```

```
setProperty(▼ "colorCode", ▼ "background-color", ▼ "red");
```

```
onEvent(▼ "colorCode", ▼ "click", function() {  
  setProperty(▼ "colorCode", ▼ "background-color", ▼ "red");  
});
```

3.

```
onEvent(▼"buttonBlue", ▼"mouseout", function() {  
  setProperty(▼"object", ▼"background-color", rgb(255,255,255,0));  
  setText(▼"colorCode", "");  
});
```

What does this piece of code do?

When the mouse comes to the corresponding colour box, the colour of the circle called object will turn blue.

When the mouse moves out of the blue box, the colour of the circle named object becomes transparent.

When the mouse leaves the blue box, the colour of the circle called object becomes transparent and the text of the label called colorCode is empty.

4. What is the colour code of orange?

"#FF6D00"

"#000000"

"#00FF00"

5. What is the property used to circle the button whose ID is "object"?

border width (px)
0

border radius (px)
79

text alignment
center