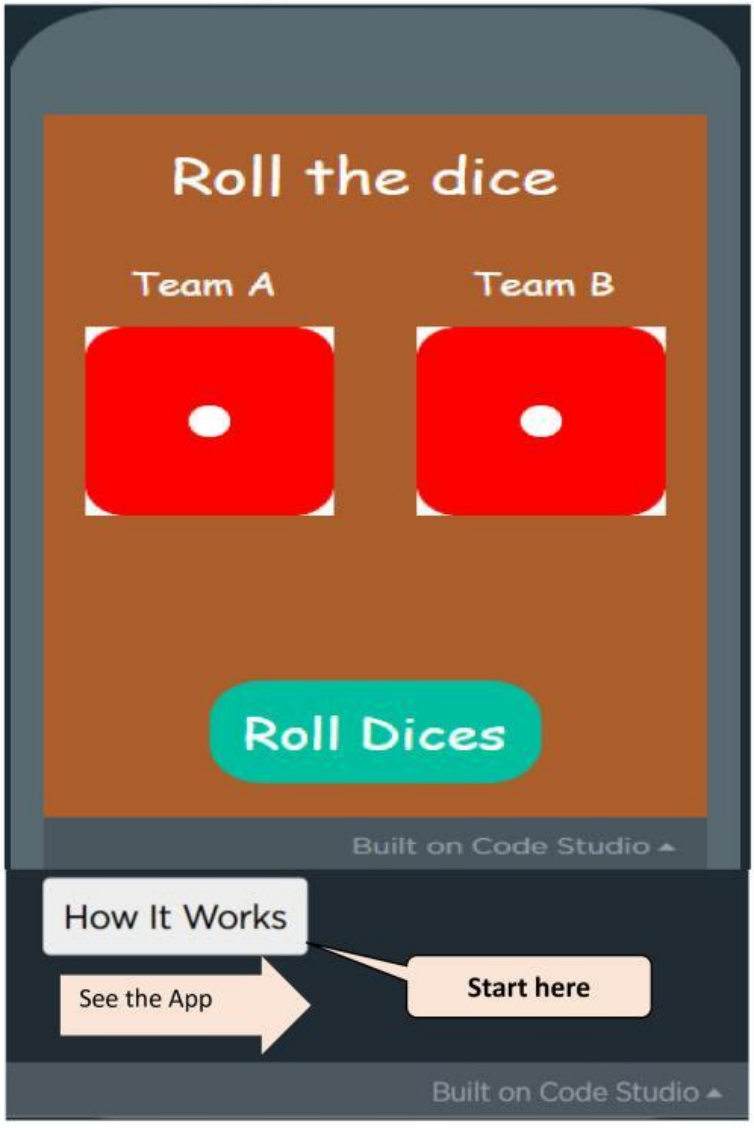
Project 64

DP EDUCATION

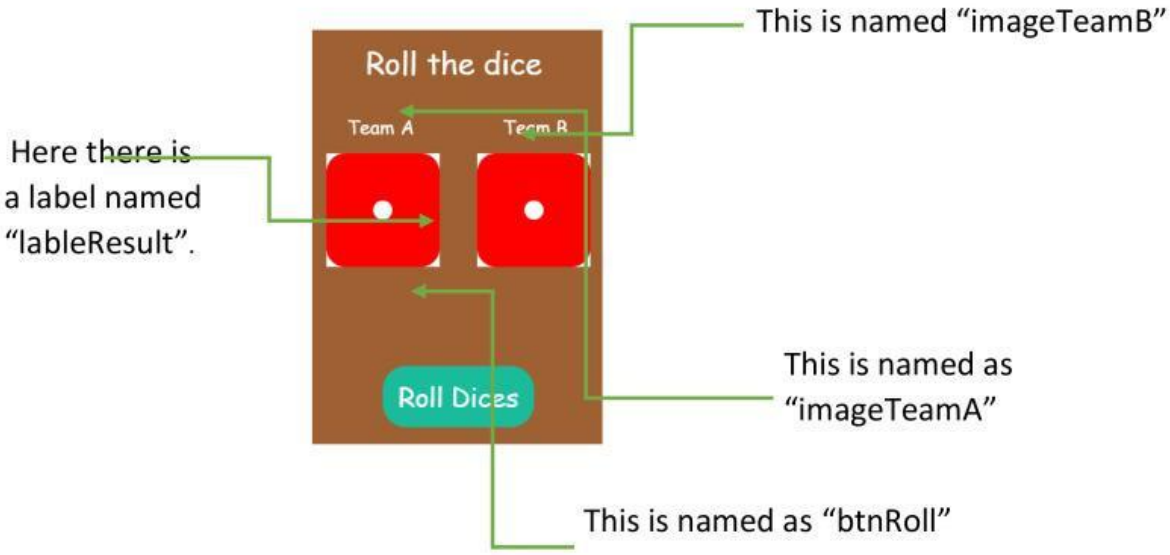
Coding School



LIVEWORKSHEETS

Project 64

- This app consists of a screen. The screen is designed as follows.



- First, create two variables as "number1" and "number2" as follows.

```
var number1;
var number2;
```

- When you click on the "btnRoll" button, apply the following blocks to make all the following events happen. Apply the following blocks in the "on Event" block. Select “btnRoll” for the id of the “onEvent” block.

```
onEvent("btnRoll", "click", function() {
});
```

- The text you type should appear on “lableResult”.

```
setText("lableResult", "");
```

- “number1” is given any number from 1,2,3,4,5,6 and “number2” is given any number from 1,2,3,4,5,6.

```
var number1 = randomNumber(1, 6);
var number2 = randomNumber(1, 6);
```

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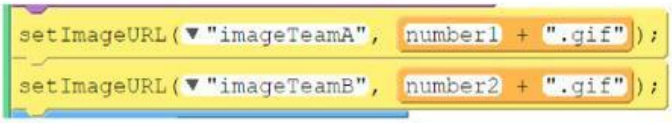
❖ For “imageTeamA” to receive the gif for the corresponding number in “number1” and for “imageTeamA” to receive the gif for the corresponding number in “number2”, apply blocks as follows.

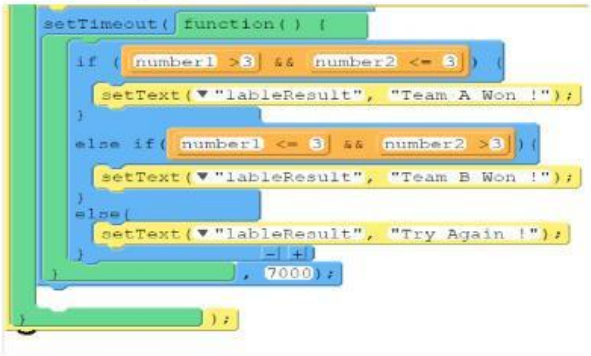


❖ Connect the "timeout" block to the above block. In 7 seconds,

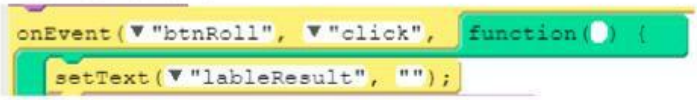
When a value less than 3 for the variabl named "number1" and a value equal to or greater than 3 for the variabl named "number2" is received in the label named "lableResult" "Team A Won!" to be displayed as,

When a value equal to or less than 3 is obtained for the variabl named "number1" and a value greater than 3 is given for the variabl named "number2", the label "lableResult" displays "Team B Won!" to be displayed as,

If it does not belong to both of the above commands, "lableResult" will be displayed as "Try Again" in the label.
Apply as follows



Select the correct answer

1. 

What does the setText block here do? Choose the answer that correctly explains the reason used.

To empty the label that shows the result at the beginning of the app until the dices are rolled.

to create a label as lableResult.

To empty the value of the lableResult variable.

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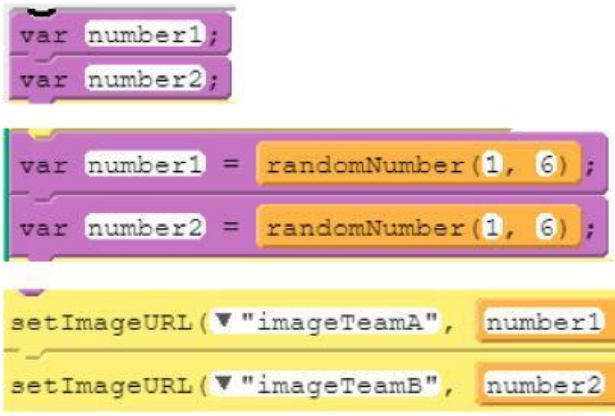
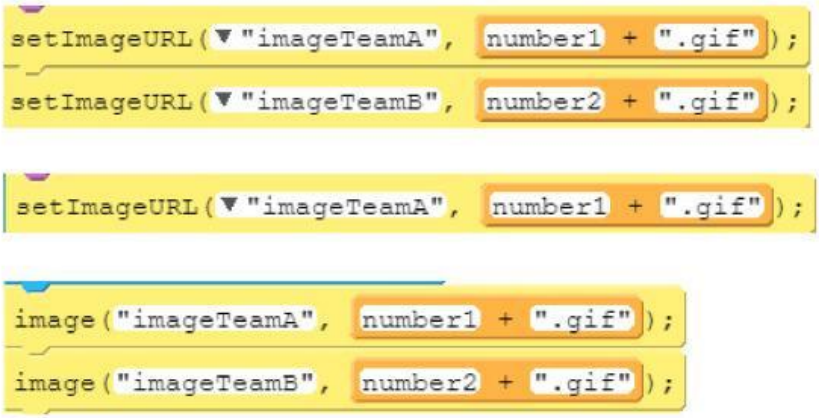
2. If the dice have 8 sides, 8 chances must be received randomly. What blocks should be changed for that?



3. Images are not selected in the design for imageTeamA and ImageTeamB in the design. By which blocks are the images set for that?



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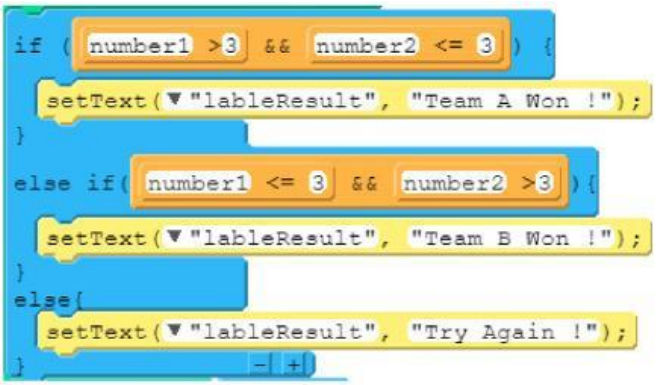
4.



The logic of this code block set is clearly explained,
Determining the winning team according to the random number.

Comparing number1 and number2 with number 3 and showing that the respective team has won in the label.

Comparing the value of number 1 and number 2 by random number is greater than or less than 3 and showing that the team with the higher number 3 has won. Display try again if both groups are less than or equal to 3.

5. If the value to be selected for teamA by the code section related to image selection is 6, what is the value to be received for number1 variable?

6

7

3

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