

Project 71



Coding School



- ❖ Let's design an app to create the national flag.
- ❖ The parts needed to create the national flag have been given to you in the image library. Let's see how to design using them as follows.



- ❖ Let's use the code block used when creating a sprit to merge the red background with the lion.

```
var lion_bg = createSprite(300, 50);
lion_bg.setAnimation(▼ "lion_bg");
lion_bg.scale = 0.1;
```

Create the sprite as lion-bg and give its x and y position as 300 and 50.

Use the 'set animation' block to set the animation for the sprite. For that, select the image of the lion-bg section.

Give the scale of the sprite as 0.1.

- ❖ Let's add the blocks as above to make the national flag checkered and green part together.

```

var G_O = createSprite(350, 350);
G_O.setAnimation(▼ "G&O");
G_O.scale = 0.1;

```

- ❖ Apply blocks as follows to create the two horizontal yellow parts of the national flag.

```

var V_yellowR = createSprite(100, 50);
V_yellowR.setAnimation(▼ "vertical_yellow");
V_yellowR.scale = 0.1;
var V_yellowL = createSprite(70, 50);
V_yellowL.setAnimation(▼ "vertical_yellow");
V_yellowL.scale = 0.1;

```

- ❖ Create variables as follows.

```

var prat1 = 1;
var prat2 = 1;
var prat3 = 1;
var prat4 = 1;
var prat5 = 1;
var prat6 = 1;

```

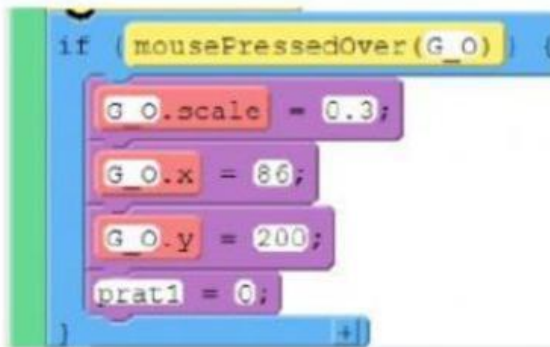
- ❖ Add the draw sprite block to the function draw block as follows.

```

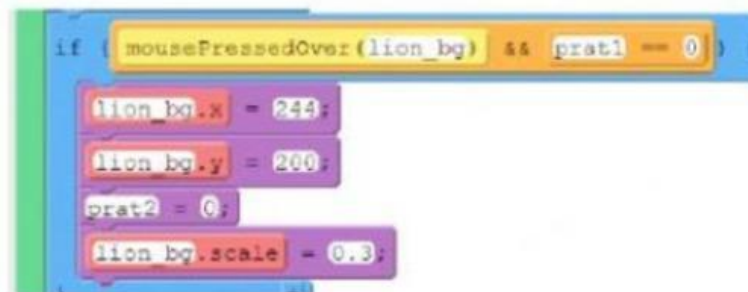
function draw() {
  drawSprites();
}

```

- ❖ When the mouse is clicked on the sprite named "G_O", the scale should be 0.3 and the x y position should change to 86 and 200. Then the value of the variables given as part1 should be 0. Add the required blocks as follows.



- ❖ When the mouse is clicked on the sprite named "lion_bg" and the value of part1 is 0, its scale should be 0.3 and the x and y position should change to 244 and 200. Then the value of the variables given as part2 should be 0. Combine the necessary blocks as follows.



- ❖ When the mouse is clicked on the sprite named "v_yellowR" or "v_yellowL" and the values of part1 and part2 are 0, the scale of those two sprites will be 0.3 and the x and y positions of the sprite named "v_yellowR" will be 31 and 200. and the x and y position of the sprite named "v_yellowL" should change to 359 and 200. Then the value of the variables given as part3 and part4 should be 0. Combine the necessary blocks as follows.



- ❖ When the mouse is clicked on the sprite named "H_yellowS" or "H_yellowN" and the values of part1, part2, part3 and part4 are 0, the scale of those two sprites is 0.497 and the x and y position of the sprite named "H_yellowN" 195 and 280 and the x and y position of the sprite as "H_yellowS" should change to 359 and 200. Then the value of the variables given as part3 and part4 should be 0. For that, add blocks as follows.

