

Project 126



Coding School



- ❖ First drag an on start block.
- ❖ Create two variables as height and weight.
- ❖ Add the following block to the On Start button.



- ❖ After that, drag an On button A pressed button.
- ❖ Block it as follows.



- ❖ Right click on that block and duplicate it.
- ❖ Change that block as follows.



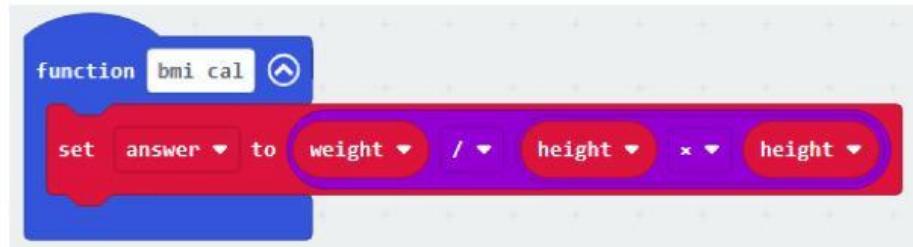
- ❖ After that, drag the on pin P0 pressed block in Input.
- ❖ Give the weight as 01.
- ❖ This gives the initial weight as 10Kg and can be increased by 01Kg by pressing pin P0.



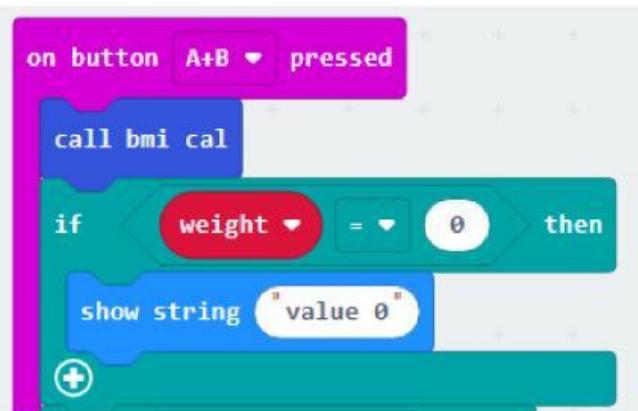
- ❖ Right click on that block and duplicate it.
- ❖ Change that block as follows.



- ❖ Then click the functions button in Advanced and create a function as bmi cal.
- ❖ Then create it as below.



- ❖ Then drag a pressed button A+B.
- ❖ Drag the call bmi cal code in the function into it.
- ❖ Create the following code in it.



- ❖ After that let's understand our BMI value.
- ❖ If the BMI value is less than 18.5, you are in a state of malnutrition (Thinness).
- ❖ If the BMI value is between 18.5 - 25 then you are in good health (Normal).
- ❖ If the BMI value is more than 25, then you are overweight.
- ❖ Let's create code like below to show.
- ❖ Drag an if block into Button A+B pressed button and drag a block with a small sign to it.
- ❖ And drag a show string block from Basic into it.
- ❖ Change it to "Thinness".
- ❖ As above, right click on the if block and duplicate it, change the relevant information as shown in the image below and create the project.

