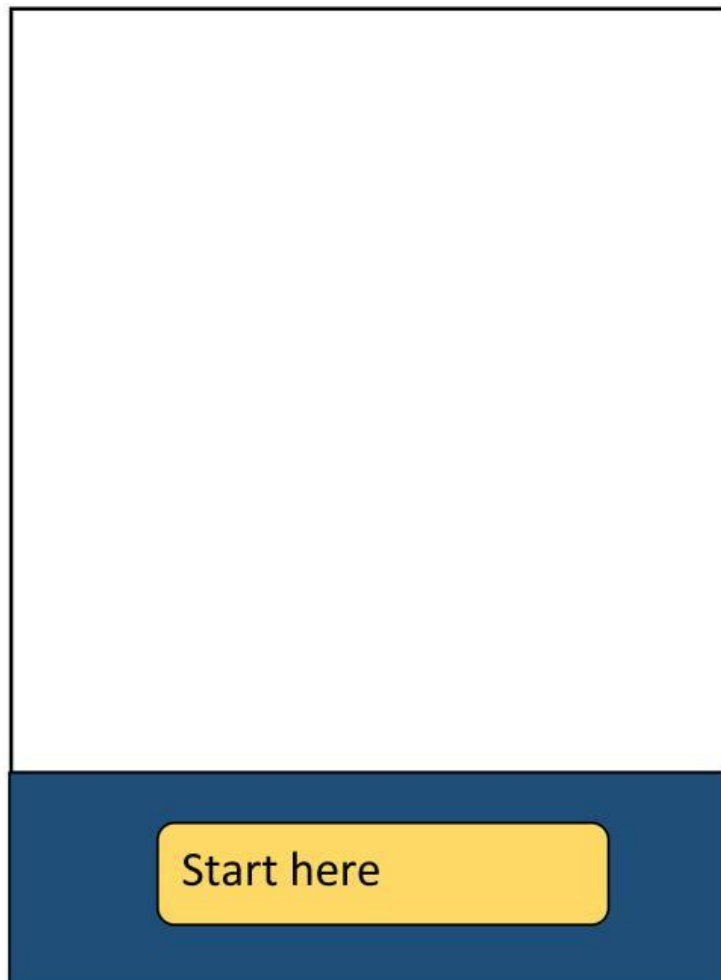


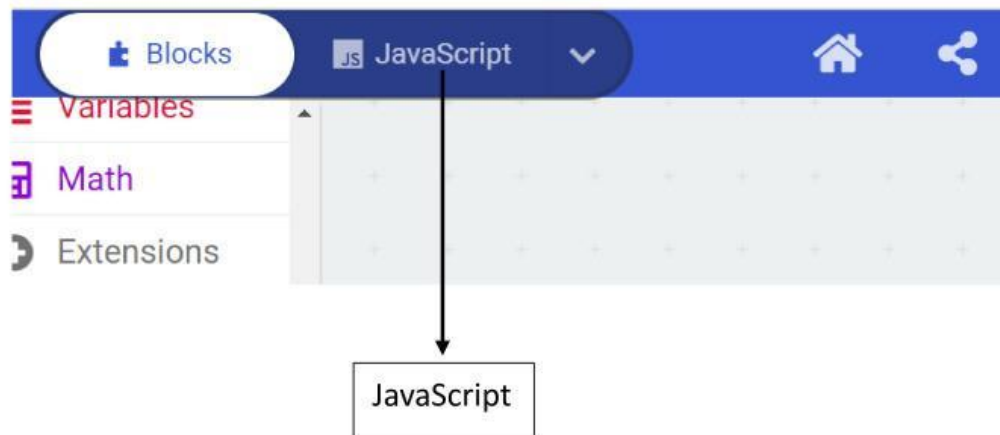
Project 136



Coding School



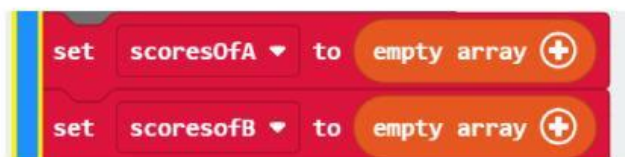
- ❖ First drag an on start block.
- ❖ Let's prepare two arrays in that block.
- ❖ Click on the JavaScript to create the Array.



- ❖ Let's prepare Array by JavaScript as below.

```
let scoresOfA: number[] = []  
let scoresofB: number[] = []
```

- ❖ By clicking on the blocks again, create two empty arrays in the ScoresOfA Array and the ScoresOfB Array as follows.



- ❖ Create a For loop using JavaScript. The numbers from 1 to 6 are included in the For loop.

- ❖ If its index is equal to 1, let's prepare the code to display X axis 2 and Y axis 2 position.

```
for (let index = 1; index <= 6; index++) {  
  if (index == 1) {  
    basic.showLeds(`  
      . . . . .  
      . . . . .  
      . # . . . ← 2,2  
      . . . . .  
      . . . . .  
      `)  
  }
```

- ❖ If the index is equal to 2, let's prepare the code to display the positions as follows.

```
  } else if (index == 2) {  
    basic.showLeds(`  
      . . . . #  
      . . . . .  
      . . . . .  
      . . . . .  
      # . . . .  
      `)  
  }
```

- ❖ If the index is equal to 3, let's prepare the code to display the positions as follows.

```
  } else if (index == 3) {  
    basic.showLeds(`  
      . . . . #  
      . . . . .  
      . . # . .  
      . . . . .  
      # . . . .  
      `)  
  }
```

- ❖ If the index is equal to 4, let's prepare the code to display the positions as follows.

```
} else if (index == 4) {  
    basic.showLeds(`  
        # . . . #  
        . . . . .  
        . . . . .  
        . . . . .  
        # . . . #  
    `)  
}
```

- ❖ If the index is equal to 5, let's prepare the code to display the positions as follows

```
} else if (index == 5) {  
    basic.showLeds(`  
        # . . . #  
        . . . . .  
        . . # . .  
        . . . . .  
        # . . . #  
    `)  
}
```

- ❖ If the index is equal to 6, let's prepare the code to display the positions as follows.

```

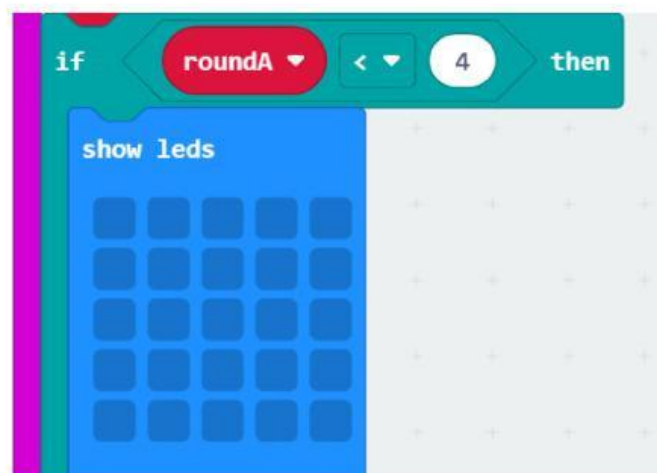
} else if (index == 6) {
  basic.showLeds(`
    # . . . #
    . . . . .
    # . . . #
    . . . . .
    # . . . #
    `)
}

```

- ❖ When A is clicked, prepare the code for a variable that is set to roundA to change by 1.



- ❖ When the value of the roundA variable is greater than 4, nothing should appear.



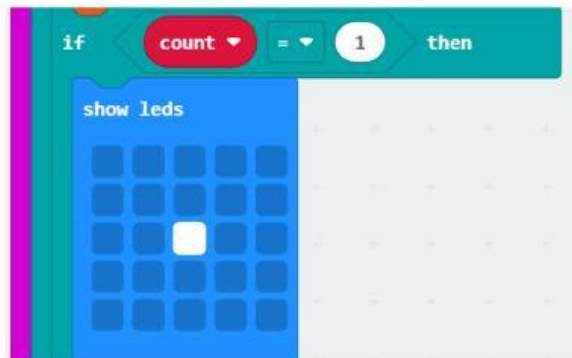
- ❖ Numbers 1 to 6 should be assigned randomly in the count variable.



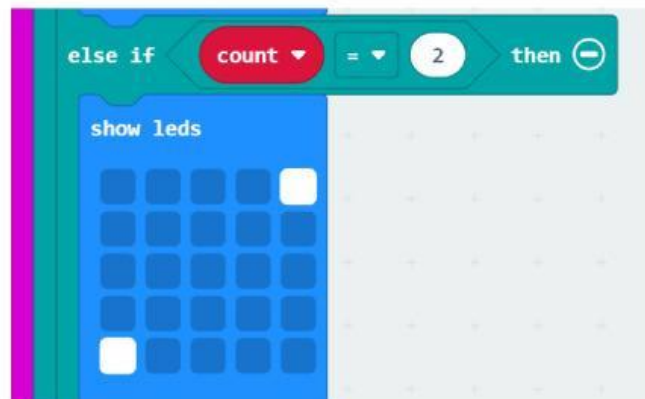
- ❖ The value assigned in the count variable should be assigned in the scoreOfA variable.



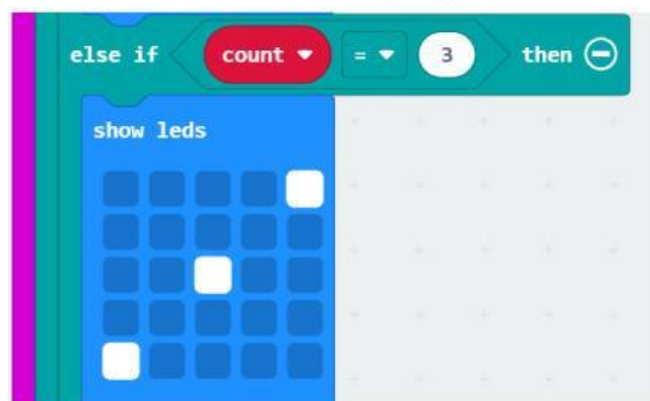
- ❖ If the value of Count variable is 1, the show leds should appear as below.



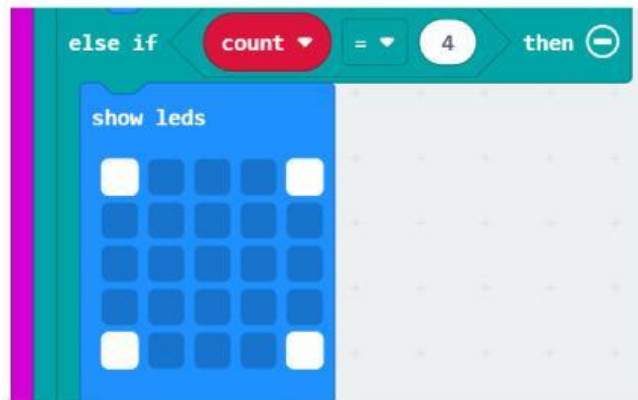
- ❖ If the value of count variable is 2, the show leds should appear as below.



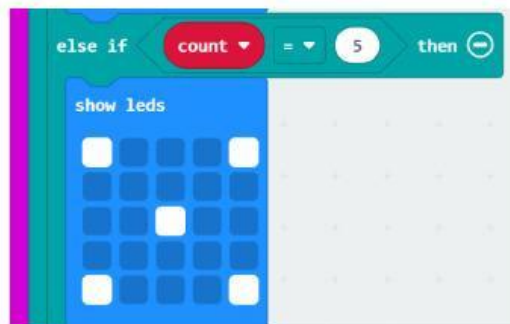
- ❖ If the value of Count variable is 3, the show leds should appear as below.



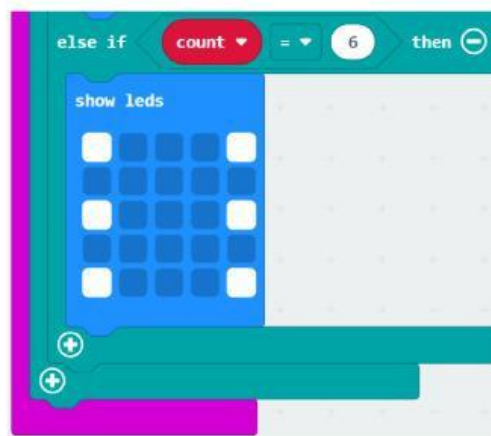
- ❖ If the value of Count variable is 4, the show leds should appear as below.



- ❖ If the value of count variable is 5 then the show leds should appear as below.



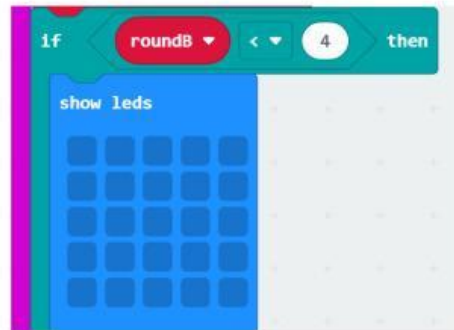
- ❖ If the value of count variable is 6, the show leds should appear as below.



- ❖ Prepare the code to change by 1 a variable that is set as roundB when B is clicked.



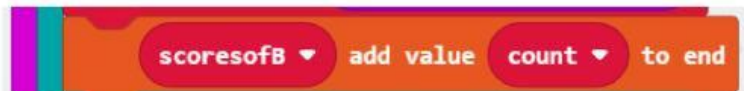
- ❖ When the value of the roundB variable is greater than 4, nothing should appear.



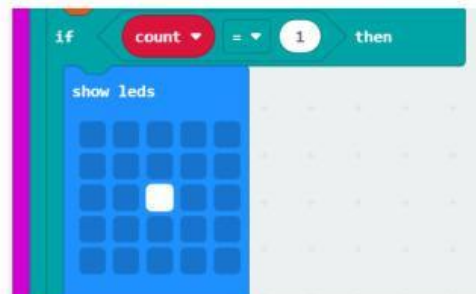
- ❖ Numbers 1 to 6 should be assigned randomly in the count variable.



- ❖ The value assigned in the count variable should be assigned in the scoreOfB variable.



- ❖ When you click on A button, if the value assigned to the count variable is equal to 1, it should be displayed in the show leds. When you click on the B button, if the value assigned to the count variable is equal to 1, it should also be displayed in the show leds.



- ❖ When you click on A button, if the value assigned to the count variable is equal to 2, if it is equal to 3, if it is equal to 4, if it is equal to 5, if it is equal to 6, then when you click on B button, the count will appear in the show leds. If the value assigned to the variable is equal to 2, if it is equal to 3, if it is equal to 4, if it is equal to 5, if it is equal to 6, it should also appear in the show leds. For that, prepare the code as before.
- ❖ When A+B is clicked, prepare the code so that the following events occur.
 - If the first value assigned to the scoreOfA variable is less than the first value assigned to the scoreOfB variable and the second value assigned to the scoreOfA variable is less than the second value assigned to the scoreOfB variable and the third value assigned to the scoreOfA variable is less than the third value assigned to the scoreOfB variable Adjust the code to show as B Wins.

