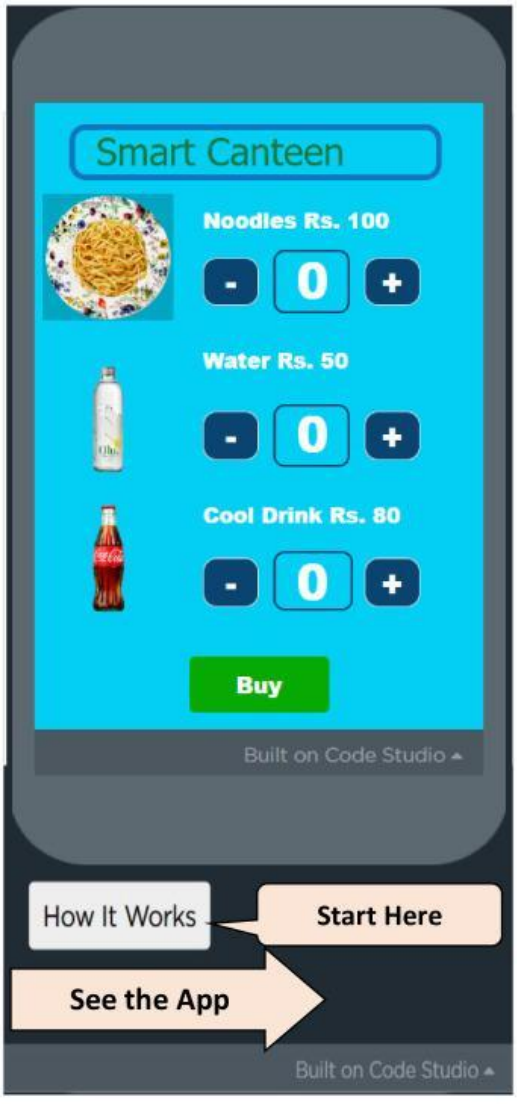
Project 38

DP EDUCATION

Coding School

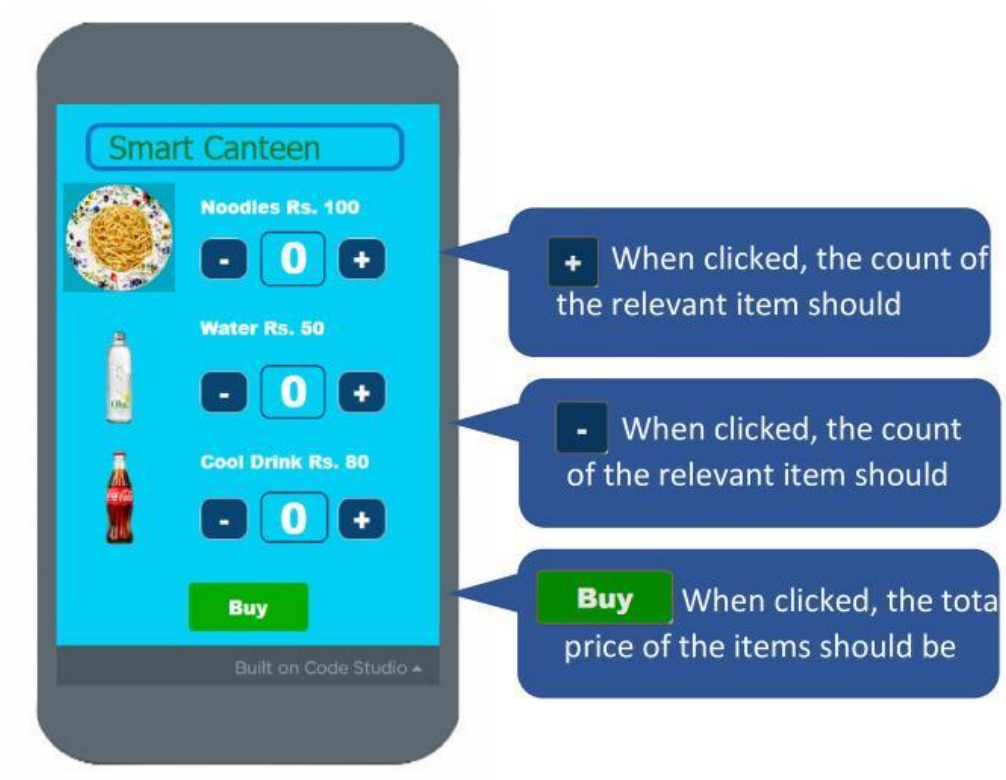




LIVEWORKSHEETS

Project 38

Let's create the Smart Canteen app for the school canteen. there,



❖ The background and basics you need are provided. (screen1 and screen2)



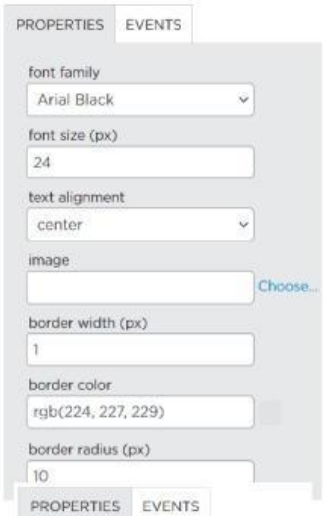


LIVEWORKSHEETS

❖ Creating this [-] button for Noodles.

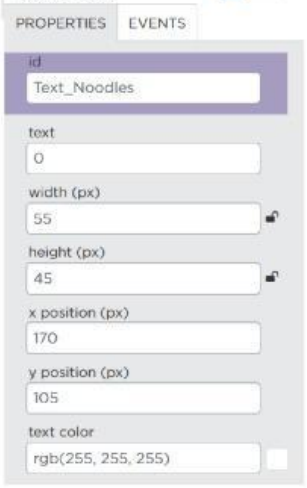
Click button and drag and drop it on screen1. Then create properties.





❖ Creating the Label for Noodles.

Click and drag the label and drop it on screen1. Then create properties.





❖ Creating this [+] button for Noodles

Click button and drag and drop it on screen1. Then create properties.





❖ Let's create buttons and labels for water and cool drink as above. Only id, "x position" and "y position" of buttons and labels should change.

LIVEWORKSHEETS

Water

- Button	Label	+ Button
Id : ButtonMinusWater x position (px) : 120 y position (px) : 220	Id : Text_Water x position (px) : 170 y position (px) : 215	Id : ButtonPlusWater x position (px) : 235 y position (px) : 220

Cool Drink

- Button	Label	+ Button
Id : ButtonMinusCoolDrink x position (px) : 120 y position (px) : 220	Id : Text_Cool_Drink x position (px) : 170 y position (px) : 320	Id : ButtonPlusWater x position (px) : 235 y position (px) : 325

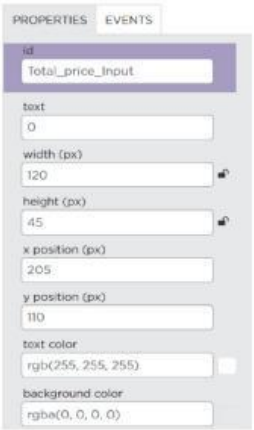
❖ Now let's design the buy button. Now create the properties.





❖ When the buy button is clicked, go to screen 2 and the total price for the selected items should be displayed there.

❖ For that, let's make the relevant total price to be displayed by the label. Create properties for that.



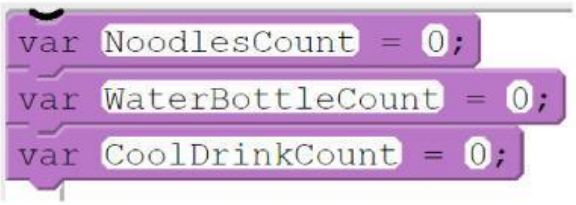


❖ Now the design is all over. Let's start coding now.

LIVEWORKSHEETS

❖ When the button is clicked, the count should increase by one in relation to that item. For that, let's first take the count as 0 for each item. Let's create 3 separate variables for each item.

Also “NoodlesCount” for Noodles,
Also “WaterBottelCount” for water
As “CoolDrinkCount” for Cool Drink
Let's create 3 variables.



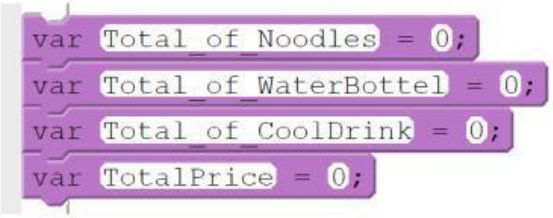
❖ Let's take 3 variables for each item to calculate the relevant total price when the buy button is clicked.

“NoodlesPrice” for Noodles,

“WaterBottelPrice” for water bottle, as "CoolDrinkPrice" for cool drink.
Let's create 3 variables

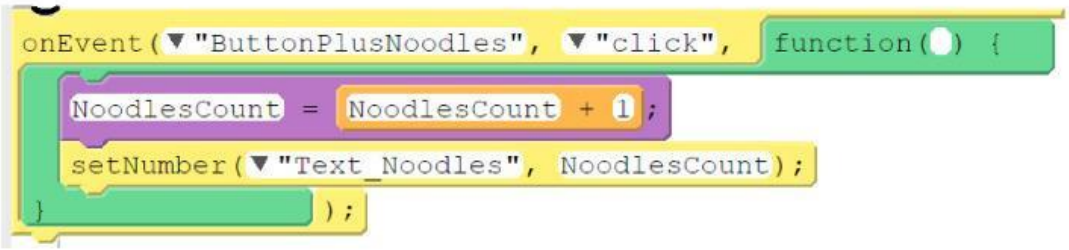


❖ To calculate the total price Let's create 4 variables as "Total_of_Noodles", "Total_of_WaterBottel", "Total_of_CoolDrink" and "TotalPrice".



❖ Noodles සඳහා,

- When button ("ButtonPlusNoodles") is clicked, the count of Noodles should increase by one. Accordingly, every time the button is clicked, the "NoodlesCount" variable should increase by one. And the value of “NoodlesCount” variable should be set to “Text_Noodles” label.

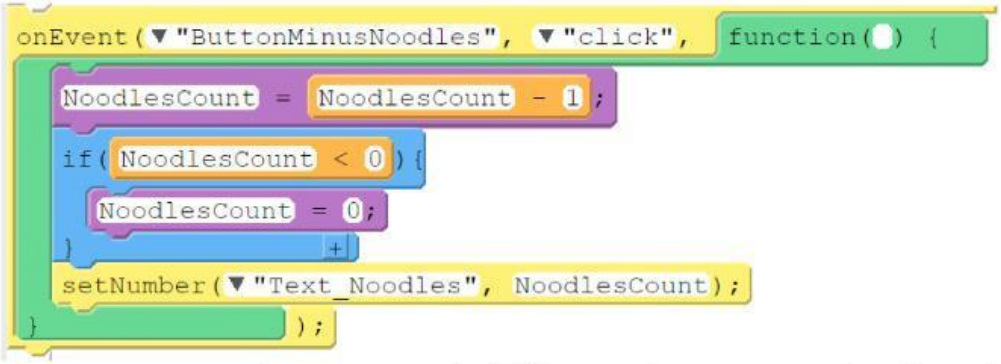


- When the button is clicked ("ButtonMinusNoodles"), the count of Noodles should decrease by one. Accordingly, every time the button is clicked, the "NoodlesCount" variable should decrease by one.

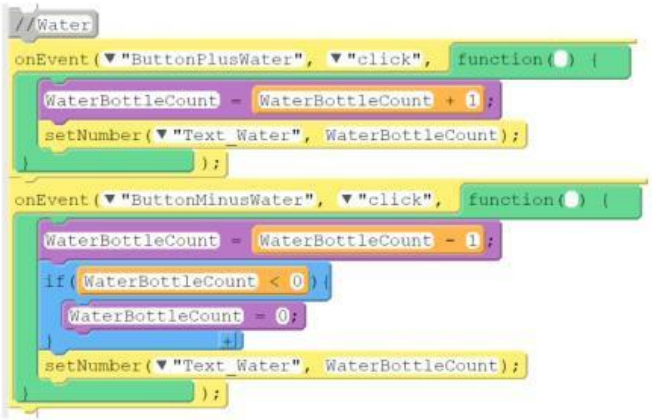
LIVEWORKSHEETS

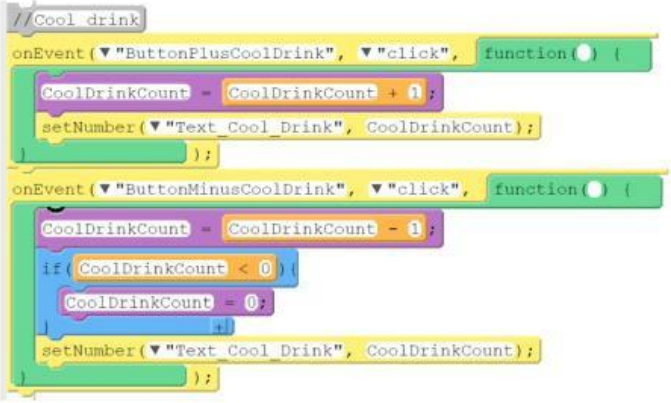
When the value of the "NoodlesCount" variable is 0, when - the button is clicked “NoodlesCount”

- To stop the value of the variable from going negative, the value of the "NoodlesCount" variable should be 0 whenever the value of the "NoodlesCount" variable is reduced to 0 by the if condition.
- - And the value of “NoodlesCount” variable should be set to “Text_Noodles” label.



❖ In the same way as above, create the - button for Water and Cool Drink and the count variable and the label to change when the button is clicked.





❖ Buy When the button is clicked, the total price should be calculated. Also, switch from screen1 to screen2 and set the calculated total price to the “Total_price_Input” label.

- - Here the total price is the sum of the product of the count of the item and the price of the item for each item.
- To calculate the total price, first of all, let's calculate the price according to the number of noodles.

LIVEWORKSHEETS

- The price related to the noodles count is the product of the number of noodles and the price.

Price_of_Noodles = NoodlesCount * NoodlesPrice

- - Likewise, the price related to the Water Bottle is as follows.

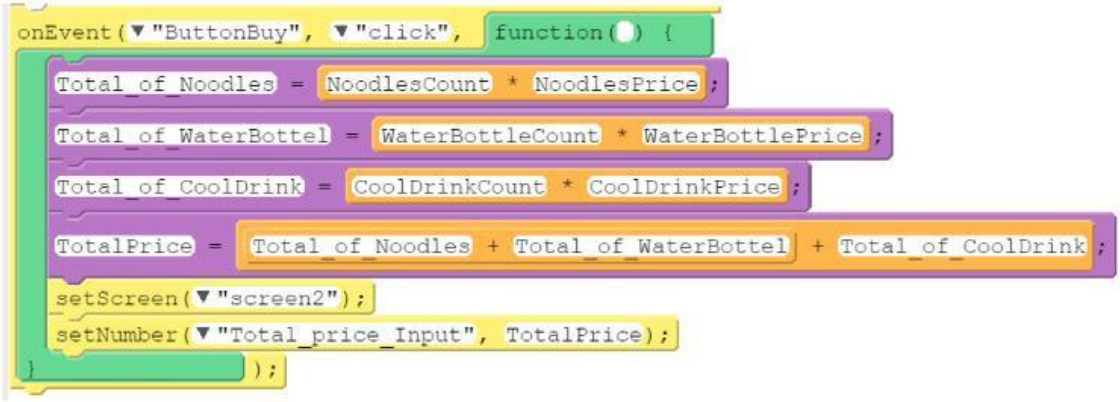
Price_of_WaterBottle = WaterBottleCount * WaterBottlePrice -

Similarly, the price related to the cool drink is as follows.

Price_of_cool_drink = CoolDrinkCount * CoolDrinkPrice

- Now let's take the total price as below.

TotalPrice = Price_of_Noodles + Price_of_WaterBottle + Price_of_cool_drink



Select the correct answer

1. What blocks are used to prevent the cool drink count from falling below ?





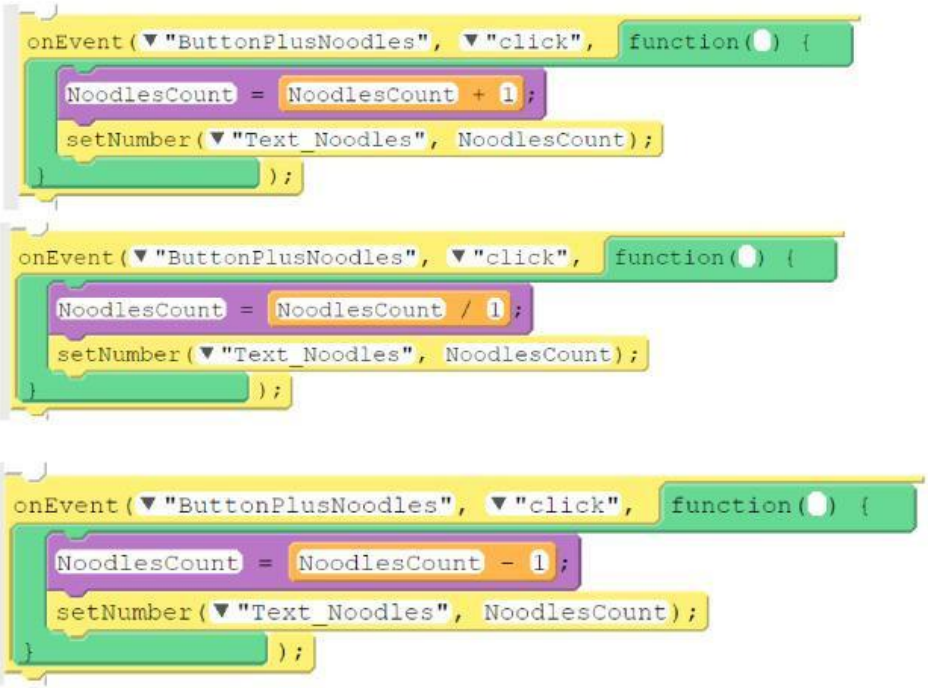


LIVEWORKSHEETS

2. Suppose you have 300 rupees, when you spend more than 300, the screen turns red and the label "Thank You See You Again" disappears, what are the blocks?



3. What is related to display the count of noodles when the button is clicked?



LIVEWORKSHEETS

4. When the count of Cool Drink is 0, what blocks are used to make a sound when - the button is clicked?







5. Cool Drink has a maximum count of 9 and when the count is 9, what blocks are used to make a sound when the button is clicked?







LIVEWORKSHEETS