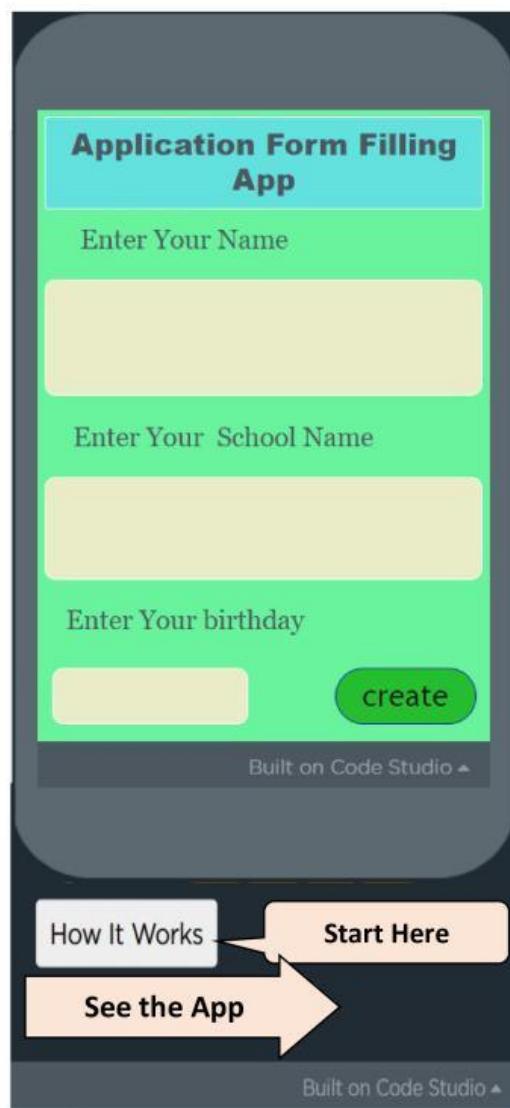


Project 40



DP
EDUCATION

Coding School



Fill up the application forms properly.

- ❖ The parts of the app designed for you are as follows. With two screens. The parts of the first screen are as follows.

This is named as “text_1”

The screenshot shows a mobile application interface titled "Application Form Filling App". It contains three text input fields with placeholder text: "Enter Your Name", "Enter Your School Name", and "Enter Your birthday". Below these fields is a green button labeled "create".

This is named as “Name..input” .

This is named as “Schoolname..input”

This is named as “Createbutton1”

This is named as “birthday...input”.

The parts of the second screen are as follows.

The screenshot shows a mobile application interface titled "Application Form". It contains four text display fields with placeholder text: "Your Name (In capital letters)", "Your Name (In simple letters)", "Your School Name", and "Your birthday".

This is named as “Namedisplay....1”

This is named as “Namedisplay...2”

This is named as “Schooldisplay” .

This is named as “brithdaydisplay”

In the first screen of the Application Form Filling App, the information entered by you in the second screen must be entered in the form of the application form and the application form must be completed. For that, let's prepare the blocks as follows.

- ❖ To give the command when you click on the button named "Create", get the on events block from the UI controls and select "createbutton1" for the id and set it as follows.

```
onEvent(▼ "createbutton1", ▼ "click", function() {
  
})
```

- ❖ When you click on the "Create" button, to go to the second screen, enter the set screen blocks in the above blocks and select "screen2" for the id and adjust as follows.

```
setScreen(▼ "screen2");
```

- ❖ Within the On event block, set two variables as follows and connect them.

```
var Capital;
var Simple;
```

- ❖ Select  this block from Variables and note it as Capital and connect the get text block to that variable and select "Name..input" for its Id. Connect the set text block and select "Namedisplay....1" for its Id and write it as Capital using the to uppercase block as follows. Connect this block set to the on event block just like the above blocks.

```
Capital = getText(▼ "Name..input");
setText(▼ "Namedisplay....1", Capital.toUpperCase());
```

- ❖ Select  this block from Variables and note it as Simple and connect the get text block to that variable and select "Name..input" for its Id. Connect the set text block and select "Namedisplay...2" for its Id and write it as Simple using the to lowercase block in the same block. Connect this set of blocks to the on event block itself.

```
Simple = getText(▼ "Name..input");
setText(▼ "Namedisplay...2", Simple.toLowerCase());
```

- ❖ Within the On event block, set up and connect the blocks as follows. Select "Schooldisplay" for the Id in the set text block. Select "Schoolname..input" for the Id in the get text block.

```
setText(▼ "Schooldisplay", getText(▼ "Schoolname..input"));
```

- ❖ Within the On event block, set up and connect the blocks as follows. Select "birthdaydisplay" for the Id in the set text block. Select "birthdaydisplay...input" for the Id in the get text block.

```
setText(▼ "birthdaydisplay", getText(▼ "birthday...input"));
```

Select the correct answer

1. What is the block to display your name in capital letter?

```
Capital = getText(▼ "Name..input");
setText(▼ "Namedisplay....1", Capital.toLowerCase());
```

```
Capital = getText(▼ "Name..input");
setText(▼ "Namedisplay....1", Capital.toUpperCase());
```

```
Capital = getText(▼ "Name..input");
setText(▼ "Namedisplay....1", Simple.toUpperCase());
```

2. For this application, when your age is recorded in the text "AgeInput", what are the relevant blocks to display in the label "Agedisplay"?

```
setNumber(▼ "AgeInput", getNumber(▼ "Agedisplay"));
```

```
setText(▼ "Agedisplay", getText(▼ "AgeInput"));
```

```
setText(▼ "AgeInput", getText(▼ "Agedisplay"));
```

3. Assume you need to enter your phone number for this application form. When displaying the phone number, only digits should be displayed. When the phone number is recorded in the "Number_Input" text, what are the blocks related to the display of the phone number in the "Numberdisplay" label?

```
setNumber(▼ "Numberdisplay", getNumber(▼ "Number_Input"));
```

```
setNumber(▼ "Number_Input", getNumber(▼ "Numberdisplay"));
```

```
setText(▼ "Numberdisplay", getText(▼ "Number_Input"));
```

4. What is the block related to the pronunciation of your name when you click on the Create button?

```
playSpeech(getText(▼ "Namedisplay...2"), ▼ "female", ▼ "English");
```

```
playSound(getText(▼ "Namedisplay...2)), ▼ false);
```

```
stopSound(getText(▼ "Namedisplay...2));
```

5. Which design tools did you use to create the part where you type your name?

By Labels

By text area

By Canvas