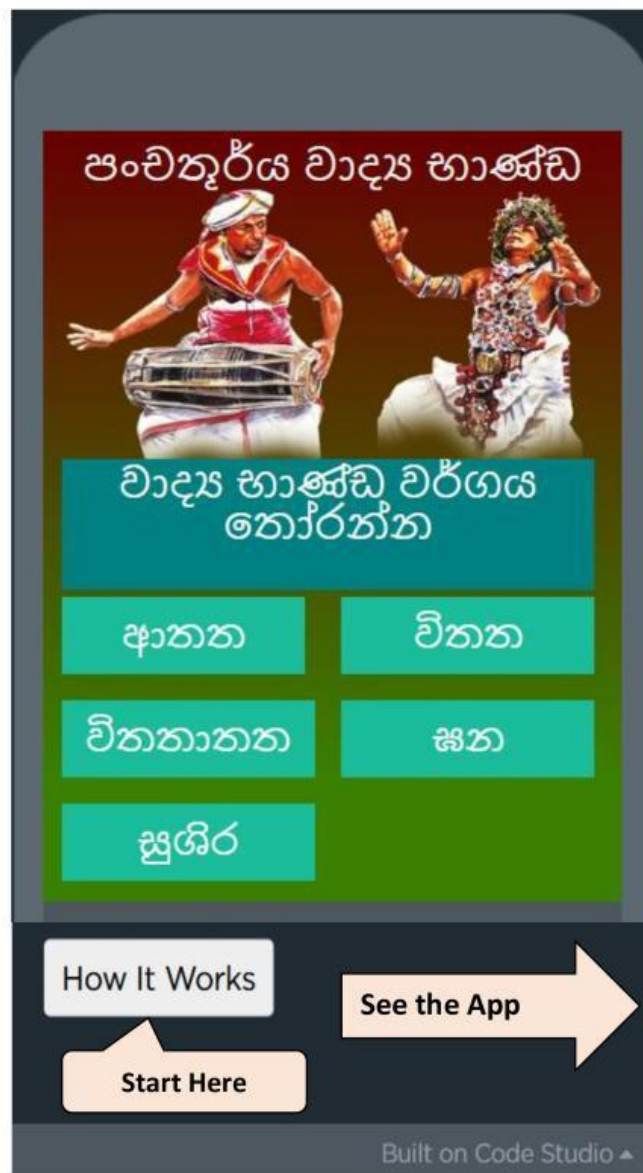


# Project 43

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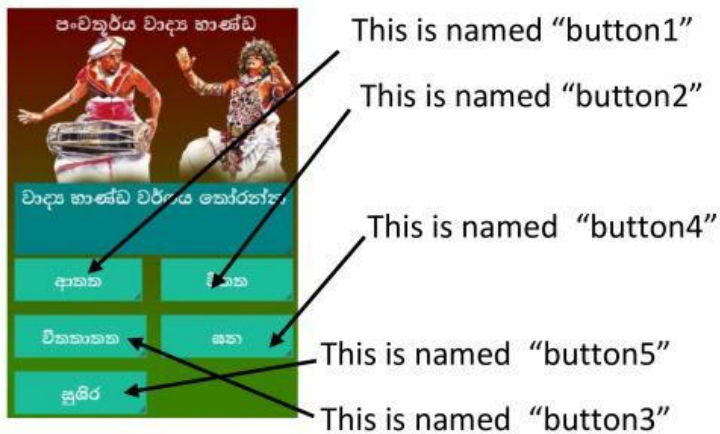
## Coding School



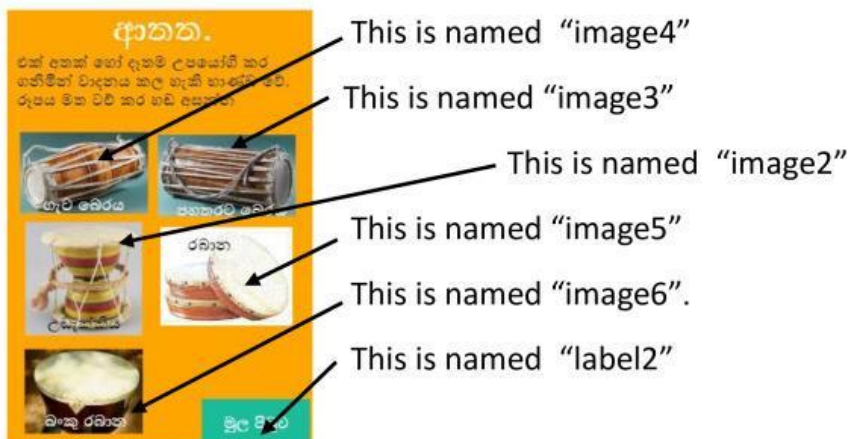
Let's use this application to get knowledge about five band instruments..

This application includes 6 screens and is designed as follows.

The screen named "startScreen" is deigned as follows.



The screen named "screen1" is designed as follows.



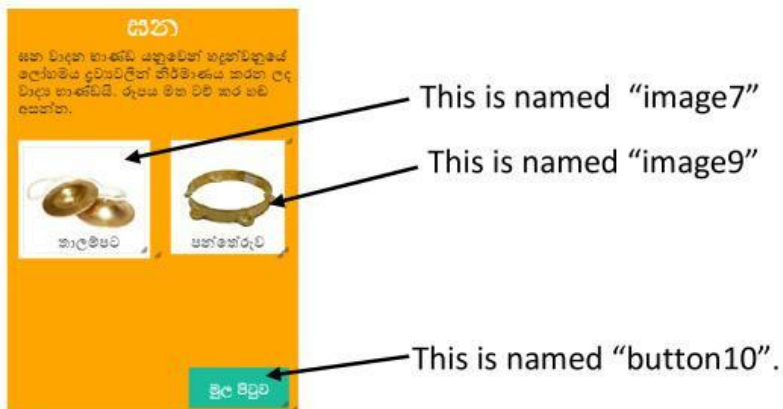
The screen named "screen2" is deigned as follows.



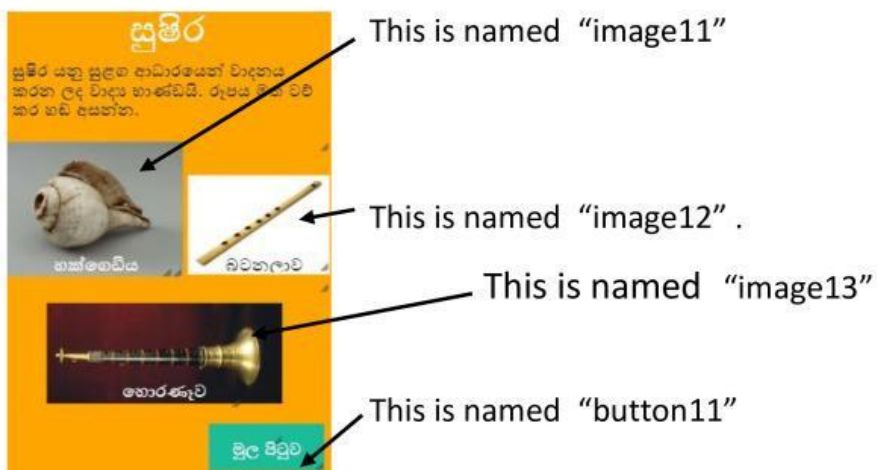
The screen named "screen3" is created as follows.



The screen named "screen4" is designed as follows.



The screen named "screen5" is designed as follows.



Let's prepare this application which can be used to gain knowledge about panchathurya goods as follows.

- ❖ When you click on the text named as "Button1", apply blocks as follows to go to the screen named as screen1.

```
onEvent(▼"button1", ▼"click", function(○) {  
  setScreen(▼"Screen1");  
});
```

- ❖ When you click on the text named as "Button6", apply blocks as follows to go to the screen named as startscreen.

```
onEvent(▼"button6", ▼"click", function(○) {  
  setScreen(▼"startScreen");  
});
```

- ❖ Enter the following blocks to play the sound related to that picture when you click on the picture included in the screen named as Screen1.

```
onEvent(▼"image4", ▼"click", function(○) {  
  playSound(▼"Geta_Beraya.mp3");  
});  
onEvent(▼"image3", ▼"click", function(○) {  
  playSound(▼"yak-bera.mp3");  
});  
onEvent(▼"image5", ▼"click", function(○) {  
  playSound(▼"Playing-Rabana.mp3");  
});  
onEvent(▼"image6", ▼"click", function(○) {  
  playSound(▼"Banku-Raban.mp3");  
});  
onEvent(▼"image2", ▼"click", function(○) {  
  playSound(▼"Udekkiya_01---Marker--1.mp3");  
});
```

- ❖ When clicking on the text named as "Button2", apply blocks as follows to go to the screen named as "screen2".

```
onEvent(▼ "button2", ▼ "click", function() {
  setScreen(▼ "screen2");
});
```

- ❖ Apply the following blocks to play the sound related to the tammattama (a drum) when you click on the tammattama (a drum) named as "image8" in "screen2".

```
onEvent(▼ "image8", ▼ "click", function() {
  playSound(▼ "thammettama.mp3");
});
```

- ❖ When you click on the text named as "Button7", apply the following blocks to go to the screen named as "startscreen".

```
onEvent(▼ "button7", ▼ "click", function() {
  setScreen(▼ "startScreen");
});
```

- ❖ Apply the following blocks to play the sound related to the sun when you click on the sun named as "image10" in "Screen3".

```
onEvent(▼ "image10", ▼ "click", function() {
  playSound(▼ "dawula123.mp3");
});
```

- ❖ When you click on the text named as "Button8", apply blocks as follows to go to the screen named as "startscreen".

```
onEvent(▼ "button8", ▼ "click", function() {
  setScreen(▼ "startScreen");
});
```

- ❖ When you click on the text named as "Button3" and "screen3",
- ❖ When you click on the text named as "Button4" and "screen4",
- ❖ When you click on the text named as "Button5" and "screen5",
- ❖ Apply blocks as follows to go to the following screens.

```

onEvent(▼"button3", ▼"click", function( ) {
  setScreen(▼"screen3");
});
onEvent(▼"button4", ▼"click", function( ) {
  setScreen(▼"screen4");
});
onEvent(▼"button5", ▼"click", function( ) {
  setScreen(▼"screen5");
});

```

- ❖ When clicking on the texts named as "Button10" and "Button11", apply blocks as follows to go to the screen named as "startscreen".

```

onEvent(▼"button10", ▼"click", function( ) {
  setScreen(▼"startScreen");
});
onEvent(▼"button11", ▼"click", function( ) {
  setScreen(▼"startScreen");
});

```

- ❖ Enter the following blocks to play the sound related to that picture when you click on the picture included in the screen named "Screen5".

```

onEvent(▼"image11", ▼"click", function( ) {
  playSound(▼"Hakgedi.mp3");
});
onEvent(▼"image12", ▼"click", function( ) {
  playSound(▼"batanalawa.mp3");
});
onEvent(▼"image13", ▼"click", function( ) {
  playSound(▼"Horanewa.mp3");
});

```

- ❖ Enter the following blocks to play the sound related to the picture when you click on the picture included in the screen named "Screen4".

```

onEvent(▼"image7", ▼"click", function(●) {
  playSound(▼"Thalampata.mp3"); ➡
});
onEvent(▼"image9", ▼"click", function(●) {
  playSound(▼"Pantheru.mp3"); ➡
});

```

Choose the correct answer.

1. What is used in the design tool to add images?



Canvas



Photo Select



Image

2. What has been used in the design tool to enter the details in the design of this app?



Text Input



Label



Text Input

3. Imagine that there is a screen containing details related to the drum as "GetaBeraya". When you click on the image related to the drum, in addition to playing the sound related to the drum, select the required blocks set to move to the screen containing the details related to the drum.

```

onEvent(▼"image4", ▼"click", function(●) {
  playSpeech("Getaberaya", ▼"female", ▼"English");
  setScreen(▼"GetaBeraya");
});
onEvent(▼"image4", ▼"click", function(●) {
  setScreen(▼"GetaBeraya");
  playSound(▼"Geta_Beraya.mp3"); ➡
});
onEvent(▼"image3", ▼"click", function(●) {
  playSound(▼"yak-bera.mp3"); ➡
  playSound(▼"Geta_Beraya.mp3"); ➡
});

```

