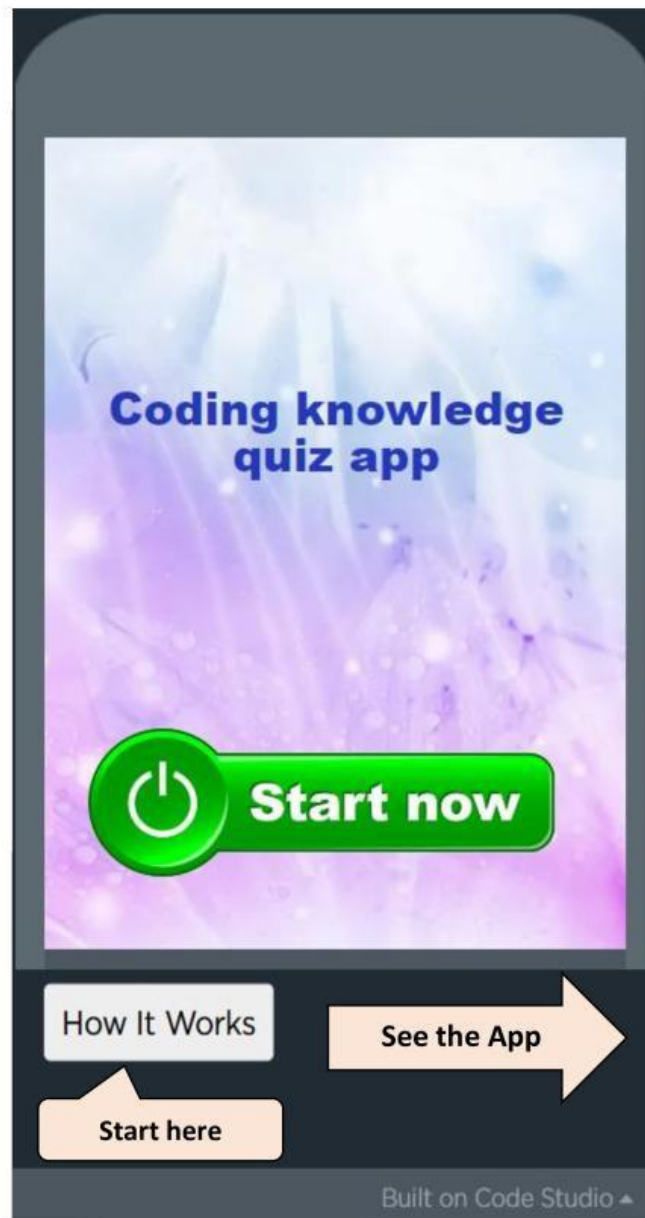


Project 44



Coding School



Let's prepare the Coding knowledge quiz application as follows.

- ❖ 7 screens have been used in the design of this application. The first screen is as follows.



This is named as "start"

- ❖ Questions are included from the second screen to the sixth screen. There are 5 questions in those five screens and two answers are included for each question. The 5 screens are as follows.



This is named as "Que1"

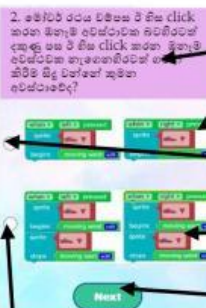
This is named as "Ans1"

This is named as "Ans2"

This is named as "radio_Ans1"

This is named as "Next1" ර ඇත.

This is named as "radio_Ans2".



This is named as "Que2"

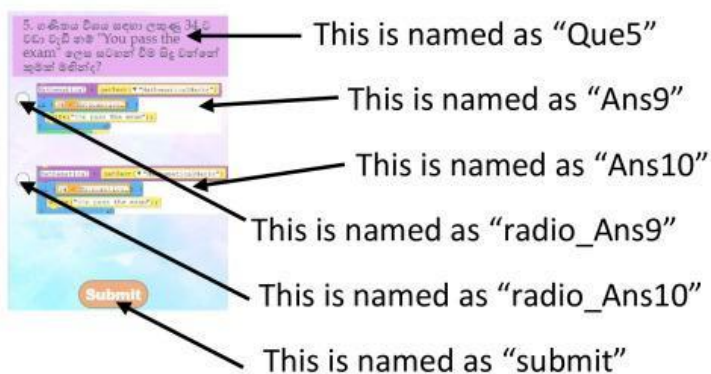
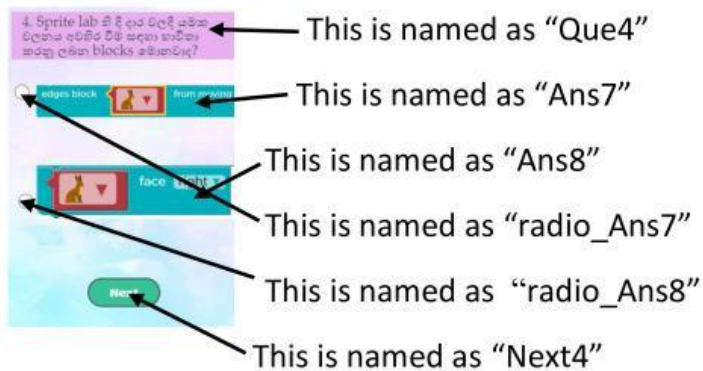
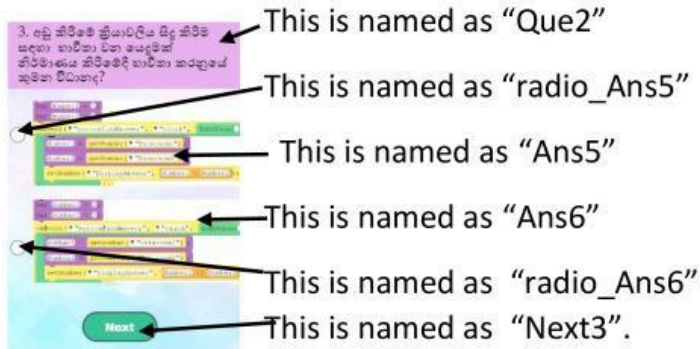
This is named as "Ans3"

This is named as "radio_Ans3".

This is named as "Ans4".

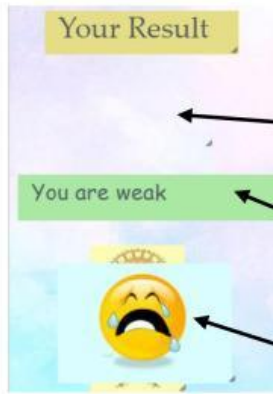
This is named as "Next2"

This is named as "radio_Ans4"



- ❖ The final screen includes four labels and four images and is designed as follows.

will



This label is used to indicate the number of marks you get. This is named "Marks1".

There are four labels here. They are named "Weak", "Good", "Clever" and "Talented".

There are four images here. They are named "imagewin1" "imagewin2" "imagewin3" "image4"..

Let's prepare the blocks as follows to create the coding knowledge quiz app.

- ❖ Set a variable as Score as below.

```
var score = 0;
```

- ❖ Prepare ten variables as follows for the ten designed radio buttons.

```
var radio_Number1;
var radio_Number2;
var radio_Number3;
var radio_Number4;
var radio_Number5;
var radio_Number6;
var radio_Number7;
var radio_Number8;
var radio_Number9;
var radio_Number10;
```

- ❖ When you click on the Start button, apply blocks as follows to go to the second screen.

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

- ❖ The correct answer to the question on the second screen is the answer in front of the radio button named "radio_Ans2". The answer in front of the radio button named "radio_Ans1" is the wrong answer. When you click on the radio button related to the correct answer, 10 points will be added and if you click on the radio button related to the wrong answer, 10 points will be deducted. The required blocks are as follows.


```

onEvent(▼"radio_Ans1", ▼"click", function( ) {
  score = score - 10;
});
onEvent(▼"radio_Ans2", ▼"click", function( ) {
  score = score + 10;
});

```

- ❖ When you click on the button named "Next1", apply the blocks related to going to the third screen as follows.

```

onEvent(▼"Next1", ▼"click", function( ) {
  setScreen(▼"screen3");
});

```

- ❖ The correct answer to the second question is the answer in front of the radio button named "radio_Ans4". The answer in front of the radio button named "radio_Ans3" is the wrong answer. When you click on the radio button related to the correct answer, 10 points will be added and if you click on the radio button related to the wrong answer, 10 points will be deducted. And when you click on the button named "Next2", the blocks required to go to the fourth screen are as follows.

```

onEvent(▼"radio_Ans3", ▼"click", function( ) {
  score = score - 10;
});
onEvent(▼"radio_Ans4", ▼"click", function( ) {
  score = score + 10;
});
onEvent(▼"Next2", ▼"click", function( ) {
  setScreen(▼"screen4");
});

```

- ❖ The correct answer to the question on the fourth screen is the answer in front of the radio button named "radio_Ans5". The answer in front of the radio button named "radio_Ans6" is the wrong answer. When you click on the radio button related to the correct answer, 10 points will be added and if you click on the radio button related to the wrong answer, 10 points will be deducted. And when you click on the button named "Next3", the blocks required to go to the fifth screen are as follows.

```

onEvent(▼"radio_Ans5", ▼"click", function() {
  score = score + 10;
});
onEvent(▼"radio_Ans6", ▼"click", function() {
  score = score - 10;
});
onEvent(▼"Next3", ▼"click", function() {
  setScreen(▼"screen5");
});

```

- ❖ The correct answer for the fourth question is the answer in front of the radio button named "radio_Ans7". The answer in front of the radio button named "radio_Ans8" is the wrong answer. When you click on the radio button related to the correct answer, 10 points will be added and if you click on the radio button related to the wrong answer, 10 points will be deducted. And when you click on the button named "Next4", the blocks required to go to the sixth screen are as follows.

```

onEvent(▼"radio_Ans7", ▼"click", function() {
  score = score + 10;
});
onEvent(▼"radio_Ans8", ▼"click", function() {
  score = score - 10;
});
onEvent(▼"Next4", ▼"click", function() {
  setScreen(▼"screen6");
});

```

- ❖ The correct answer for the fourth question is the answer in front of the radio button named "radio_Ans10". The answer in front of the radio button named "radio_Ans9" is the wrong answer. When you click on the radio button related to the correct answer, 10 points will be added and if you click on the radio button related to the wrong answer, 10 points will be deducted. The blocks required for that are as follows.

```

onEvent(▼"radio_Ans9", ▼"click", function() {
  score = score - 10;
});
onEvent(▼"radio_Ans10", ▼"click", function() {
  score = score + 10;
});

```

- ❖ When you click on the submit button, the seventh screen should be displayed and the four images named as "imagewin1" "imagewin2" "imagewin3" "image4" and "weak" "good" "clever" that you have used in the design. Named as "Talented", the four labels should not be visible. For that, the following blocks are prepared.

```
onEvent(▼"Submit", ▼"click", function() {
  setScreen(▼"screen7");
  hideElement(▼"Weak");
  hideElement(▼"clever");
  hideElement(▼"good");
  hideElement(▼"Talented");
  hideElement(▼"imagewin1");
  hideElement(▼"imageWin2");
  hideElement(▼"imagewin3");
  hideElement(▼"image4");
})
```

- ❖ To display the amount of marks you get in the label named "Marks1", arrange the blocks as follows and connect them inside the on event block..

```
setText(▼"Marks1", "Score" + score);
```

- ❖ If the score you get is equal to 50 points, prepare the blocks related to the label named "Talented" and the image named "imagewin1" and connect them inside the on event block.

```
if (score == 50) {
  showElement(▼"Talented");
  showElement(▼"imagewin1");
}
```

- ❖ If the score you get is equal to 40 points, prepare the blocks related to the label named "Talented" and the image named "imagewin1" and connect them inside the on event block.

```
if (score == 40) {
  showElement(▼"clever");
  showElement(▼"imageWin2");
}
```


- ❖ If the score you get is equal to 30 points, prepare the blocks related to the label named "good" and the image named "imagewin2" and connect them inside the on event block.

```
if ( score == 30 ) {
  showElement(▼ "good");
  showElement(▼ "imagewin3");
}
```

- ❖ If the score you get is 20 or less than 20 points, create the blocks related to the label named "weak" and the image named "image4" and connect them inside the on event block.

```
if ( score <= 20 ) {
  showElement(▼ "Weak");
  showElement(▼ "image4");
}
```

Select The correct answer.

1. In addition to losing 10 points when you click on a wrong answer, what blocks should be applied to remove the colorful background image used in the design and make the background red?

```
onEvent(▼ "radio_Ans1", ▼ "click", function() {
  score = score - 10;
  setProperty(▼ "screen2", ▼ "image", ▼ "Red_Color.jpg");
});

onEvent(▼ "radio_Ans1", ▼ "click", function() {
  score = score - 10;
  setProperty(▼ "screen2", ▼ "background-color", ▼ "red");
});

onEvent(▼ "radio_Ans1", ▼ "click", function() {
  score = score - 10;
  setProperty(▼ "screen2", ▼ "icon-color", ▼ "red");
});
```

2. When you get 20 or less than 20 points, select the relevant blocks set to display a hidden Try again button in addition to the events you have coded.

```
if ( score <= 20 ) {
  showElement(▼ "Weak");
  showElement(▼ "image4");
  showElement(▼ "Tryagain");
}
```

```
if ( score <= 20 ) {
  showElement(▼ "Weak");
  showElement(▼ "image4");
} else {
  showElement(▼ "Tryagain");
}
```



```

if (score <= 20) {
  showElement(▼ "Weak");
  showElement(▼ "image4");
  hideElement(▼ "Tryagain");
}

```

3. ඉහත සඳහන් Try again button එක මත click කළ විට නැවතත් Coding knowledge quiz app එකෙහි මුල් පිටුව ලබා ගැනීමට අදාළ blocks set තෝරන්න.

```

onEvent(▼ "Tryagain", ▼ "keyup", function() {
  setScreen(▼ "screen1");
})
onEvent(▼ "Tryagain", ▼ "click", function() {
  setScreen(▼ "screen1");
})
onEvent(▼ "Tryagain", ▼ "keydown", function() {
  setScreen(▼ "screen1");
})

```

When you click on the above Try again button, select the related blocks set to get the home page of the Coding knowledge quiz app again.