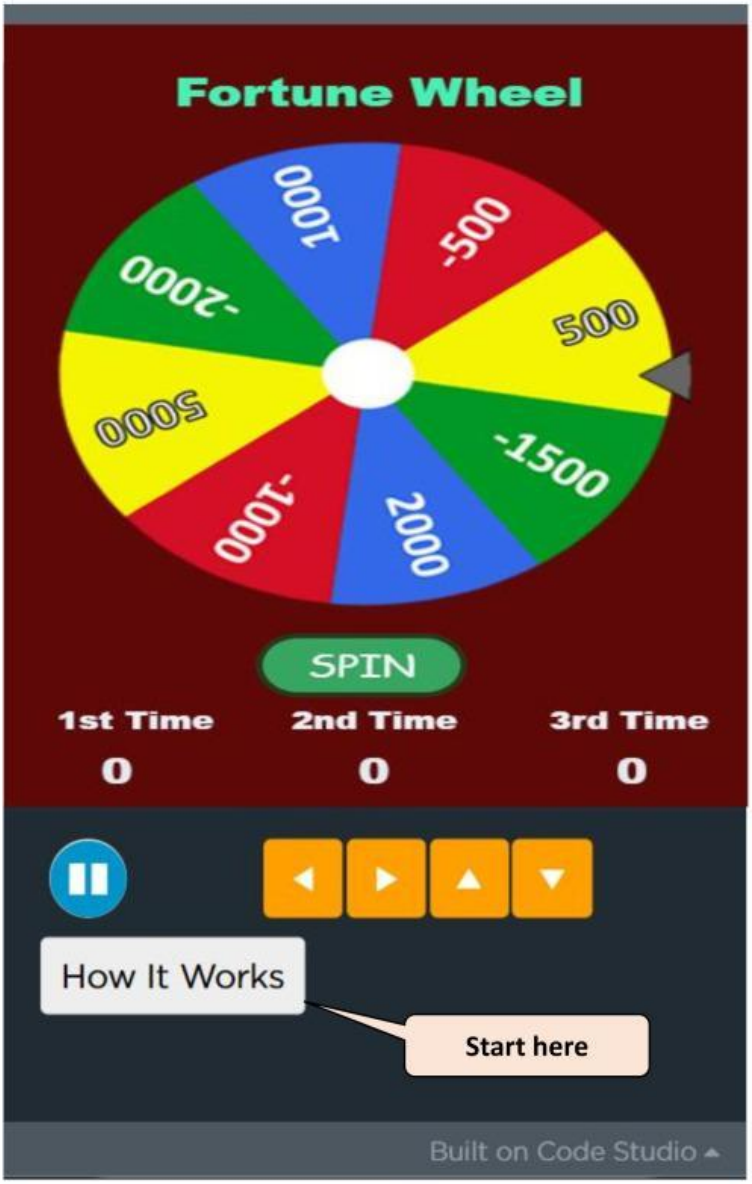
Project 51

DP EDUCATION

Coding School



LIVEWORKSHEETS

Project 51

Let's create an App for a Wheel of Fortune, its value,

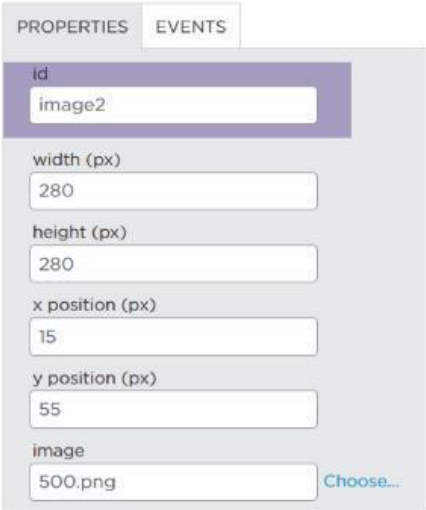
When the spin button is clicked, the fortune wheel should spin.

Vasana Chakra can be rotated in three cases. Winning or losing should be decided according to the sum of the values obtained in those cases.

"Congratulations" with the winning amount if the sum is greater than zero. you won." If the sum is less than zero, “Too sad. You are defeated.” should be displayed

The background and basics you need are provided.

❖ . Let's drag an image for the Fortune Wheel and create properties as follows.



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❖ Let's drag a button and create properties as below.

❖ Fortune wheel has 8 chances to win. When the "Spin" button is clicked, one of those 8 chances should be given randomly. Use the "randomNumber" block for that. Since there are 8 opportunities, generate a random number from 1 to 8. Assign that random number to the number variable.

```
var number;
number = randomNumber(1, 8);
```

❖ Create 8 variables and assign fortune wheel values to their values.

```
var val1 = 500;
var val2 = -500;
var val3 = 1000;
var val4 = -2000;
var val5 = 5000;
var val6 = -1000;
var val7 = 2000;
var val8 = -1500;
```

❖ Fortune wheel can be rotated 3 times by clicking the spin button, so create a variable as "count" and give the value as one to catch those three times by condition

❖ And create 3 variables as "num1", "num2" and "num3" to assign the value to the variables for each case. And create a variable as "result" to calculate the sum of 3 numbers.

```
var num1 = 0;
var num2 = 0;
var num3 = 0;
var result = 0;
var count = 1;
```

s

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- Numbers from 1 to 8 are generated by the random number block. Now give the values given by the above variables for the random number. If the random number is 1, then the value is in "val1" and if the random number is 2, then the value is in "val2". The value of the random number is from 1 to 8, and values are obtained from val1 to val8 as follows by if, else if block. give.

```
var value;
if( number == 1 ){
  value = val1;
}
else if( number == 2 ){
  value = val2;
}
else if( number == 3 ){
  value = val3;
}
else if( number == 4 ){
  value = val4;
}
else if( number == 5 ){
  value = val5;
}
else if( number == 6 ){
  value = val6;
}
else if( number == 7 ){
  value = val7;
}
else{
  value = val8;
}
```

- Here the fortune wheel is given as rotating by gif. 8 gifs have been used here for 8 cases. "img1" is in the gif so that it stops at the value "val1" has after rotation. Similarly the values from “val1” to “val8” are given from gif “img1” to gif “img8” respectively.

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- Now let's take the randomly generated number as 5. Then according to the value we gave, the value of "val5" is 5000. Then the Vasana Chakra should rotate and stop at 5000. The corresponding gif is the “img5” gif. Now that gif should be displayed in the image.

- For that, generate a variable as "number" and assign it to the randomly given number, use "setImageURL" and give the following parameters.

```
var number;
number = randomNumber(1, 8);
setImageURL("image2", ("img"+number)+".gif");
```

This will set the gif by the randomly generated number.

- When the button is clicked for the first time, the randomly generated number will be "num1", when the button is clicked for the second time, it will be "num2", and when the button is clicked for the 3rd time, the value will be "num3". Assign to the variables and get the sum of the values of the 3 cases and assign it to the "result" variable.

- Now if the value of “result” variable is greater than 0, then go for “screen2” and set the value of “result” variable to “labelResult” label in “screen2”.

- If the value of “result” variable is less than 0, go for “screen3”.

The complete code section is as follows.

```
var val1 = 500;
var val2 = -500;
var val3 = 1000;
var val4 = -2000;
var val5 = 5000;
var val6 = -1000;
var val7 = 2000;
var val8 = -1500;

var num1 = 0;
var num2 = 0;
var num3 = 0;
var result = 0;
var count = 1;
```

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```
onEvent("button1", "click", function(){
  var number;
  number = randomNumber(1, 8);
  setImageURL("image2", ("img"+number)+".gif");
  var value;
  if(number == 1){
    value = val1;
  }
  else if(number == 2){
    value = val2;
  }
  else if(number == 3){
    value = val3;
  }
  else if(number == 4){
    value = val4;
  }
  else if(number == 5){
    value = val5;
  }
  else if(number == 6){
    value = val6;
  }
  else if(number == 7){
    value = val7;
  }
  else{
    value = val8;
  }
  if(count == 1){
    num1 = value;
    setTimeout(function() {
      setText("labelNum1", num1);
    }, 2300);
  }
  else if(count == 2){
    num2 = value;
    setTimeout(function() {
      setText("labelNum2", num2);
    }, 2300);
  }else{
    num3 = value;
    result = num1 + num2 + num3;
    setTimeout(function() {
      setText("labelNum3", num3);
    }, 2300);
    setTimeout(function() {
      if(result > 0){
        setText("labelResult", result);
        setScreen("screen2");
      }
      else{
        setScreen("screen3");
      }
    }, 3000);
  }
  count = count + 1;
});
```

The code block section for clicking the button the first time.

The code block for clicking the button the second time.

The code block for clicking the button the third time. At this time, the screen to be set according to the result is also given.

When the button is clicked, the count increases by one. Then the opportunity can be easily obtained by clicking the button.

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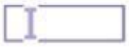
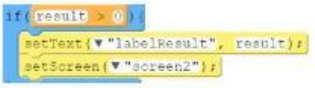
Choose the correct answer

1. What has been used in the toolbox to mark You lose in the design of the fortune wheel app?

Text Area

Label


Text Input

2. 

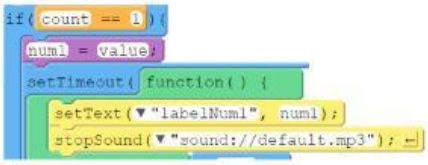
What does this mean??

When the result is more than 0, the result should be displayed in the label "labelResult" to move to screen2.

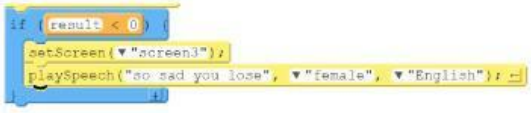
When the result is less than 0, the result should be displayed in the label "labelResult" to move to screen2.

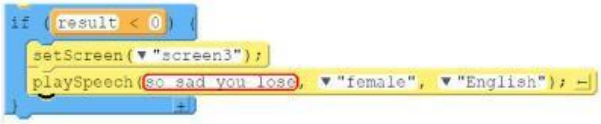
When the result is more than 0, it should be displayed as the result in the label "labelResult" to move to screen2.

3. In addition to the amount of money you get in the first instance, what blocks should be used to make a sound?



4. If the result you get is less than 0, what blocks should be used to move to the third screen and make a sound like "so sad you lose."?





LIVEWORKSHEETS

```
if (result > 0) {
  setScreen("screen3");
  playSpeech("so sad you lose", "female", "English");
}
```

5. Choose the correct statement about the result variable?

   result = num1 + num2 + num3

   Result = num1 +num2 + num3

   result = number1 + number2 + number3

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