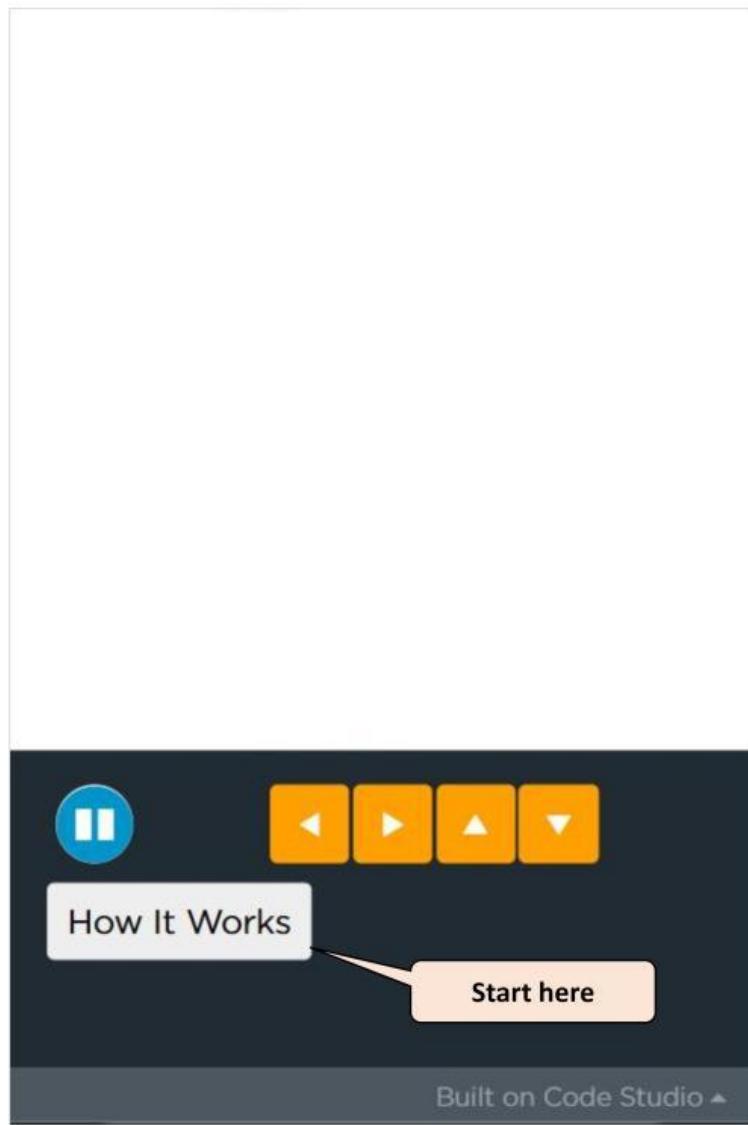


Project 55



Coding School



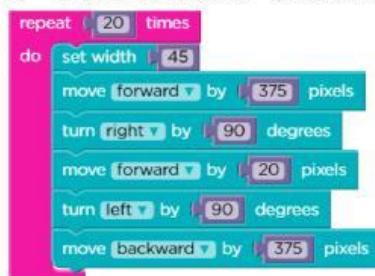
An interactive interface for a coding project. At the top, there are four orange buttons: a blue double-slash button on the left and four yellow directional buttons (left, right, up, down) on the right. Below these are two buttons: 'How It Works' on the left and 'Start here' on the right, with a pointing arrow. At the bottom, a dark grey bar contains the text 'Built on Code Studio ▾'.

Let's create a Buddha gathering ring.

- ❖ For this, let's place the artist first. Use the "Jump to over down" block to position X=0 and Y=0.

jump to [0] over [0] down

- ❖ First, let's make the whole screen black. For that, set the size of the brush to 45 using the "set width" block. Then, use the "move forward" block to move forward 375 pixels, turn right by 90 degrees and move forward 20 pixels again. Move 90 degrees to the left and move back 375 pixels. Use the "repeat do" block to repeat the process 20 times.



```
repeat (20) [set width [45] do [move [forward 375 pixels] [turn [right 90 degrees] [move [forward 20 pixels] [turn [left 90 degrees] [move [backward 375 pixels]]]]]]]
```

- ❖ Using the "Jump to over down" block, position the artist so that X=200 and Y=200 and set the size of the brush to 4.

jump to [200] over [200] down
set width [4]

- ❖ Choose the orange colour to create the final ring of the Buddhist ring. Use the "set colour" block for that.

set color [orange]

- ❖ Take the artist to the center of the screen using the "Jump to position" block to create the orange circle. For this, using the "middle center" value, the move forward block should move 180 pixels forward and turn left by 1 degree. By repeating these steps 360 times, a circle can be drawn. Since several steps are repeated, it is easier to put them in a for loop.



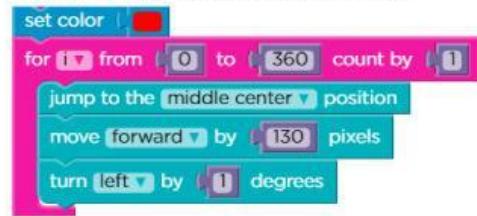
```
for [i] from [0] to [360] [count by [1] do [jump to the [middle center] position [move [forward 180 pixels] [turn [left 1 degrees]]]]]
```

- ❖ Then use the "set color" block as above to create the gathering ring in white color.

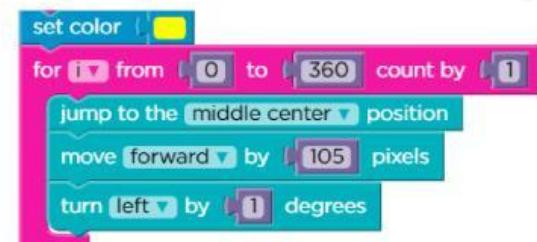
- ❖ Take the artist to the center of the screen using the "Jump to position" block to create the white circle. For this, using the "middle center" value, the move forward block should move 155 pixels forward and turn left by 1 degree. By repeating these steps 360 times, a circle can be drawn.



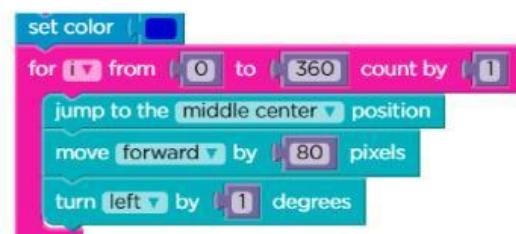
- ❖ To create the circle with red colour, take the artist in the middle of the screen as above. Then move forward 130 pixels and turn left by 1 degree. Complete the red circle using the for loop.



- ❖ Take the artist to the center of the screen using the "Jump to position" block to create the yellow circle. For this, using the "middle center" value, the move forward block should move 105 pixels forward and turn left by 1 degree. Repeat these steps 360 times to create the yellow gathering ring.



- ❖ In order to create the blue circle, the artist should use the "Jump to position" block to move to the middle of the screen using the value "middle center" and move forward 80 pixels by the move forward block and turn left by 1 degree. Repeat these steps 360 times to create the blue circle.



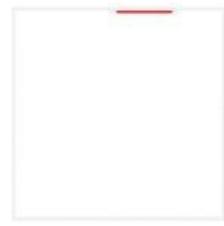
- ❖ Take the artist to the upper left corner of the screen by the "Jump to position" block. Use the value "top left" for this.

jump to the top left position

Select the correct answer

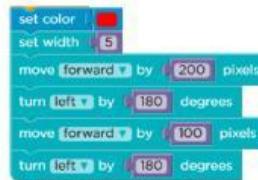
1. 

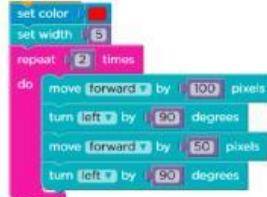
Select the design related to this block.

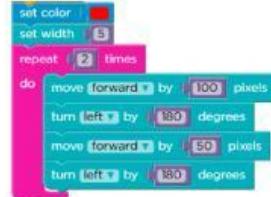


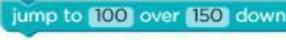
2. 

Select the block set that can be used to get the same design as this block set.







3.  What does this mean?

Artist jumps to X= 150 and Y= 100.

The artist jumps from position X=100 and Y=150

Artist jumps to X=100 and Y=150.



4. What blocks are needed to get a design like this image?

jump to [0] over [0] down
repeat [4] times
do [move [forward [50] pixels] [turn [right [90] degrees]]]

jump to [100] over [200] down
repeat [4] times
do [move [forward [50] pixels] [turn [right [90] degrees]]]

jump to [200] over [50] down
repeat [4] times
do [move [forward [50] pixels] [turn [right [45] degrees]]]

5. Select the block that will be used to increase the width of the lines that Artist will create.

set pattern []

set width []

set alpha []