

# Project 151

151



## Coding School



# PictoBlox

❖ Add the relevant frames using the link below.

❖ Select a background and add the Blue Sky 2 backdrop.



❖ Add the Teacher sprite using Upload a sprite. Set its X, Y position and size as below.



|        |                                                              |      |      |           |     |
|--------|--------------------------------------------------------------|------|------|-----------|-----|
| Sprite | Teacher                                                      | ↔ x  | -157 | ↕ y       | -38 |
| Show   | <input checked="" type="checkbox"/> <input type="checkbox"/> | Size | 120  | Direction | 90  |

❖ Add the Book sprite using Upload a sprite. Set its X, Y position and size as below.



|        |                                                              |      |     |           |    |
|--------|--------------------------------------------------------------|------|-----|-----------|----|
| Sprite | Book                                                         | ↔ x  | 116 | ↕ y       | 56 |
| Show   | <input checked="" type="checkbox"/> <input type="checkbox"/> | Size | 70  | Direction | 90 |

- ❖ Add the Apple sprite using choose a sprite. Set its X, Y position and size as below



|        |                                                              |      |     |           |     |
|--------|--------------------------------------------------------------|------|-----|-----------|-----|
| Sprite | Apple                                                        | x    | 98  | y         | -16 |
| Show   | <input checked="" type="checkbox"/> <input type="checkbox"/> | Size | 100 | Direction | 90  |

- ❖ Add a sprite as Book using Print. Set its X, Y position and size as below.



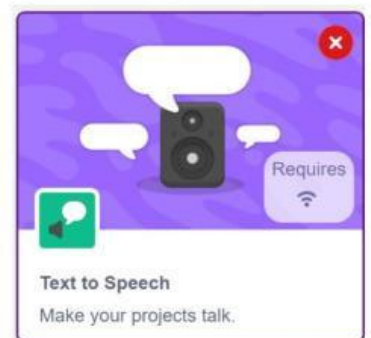
|        |                                                              |      |     |           |     |
|--------|--------------------------------------------------------------|------|-----|-----------|-----|
| Sprite | Sprite1                                                      | x    | -55 | y         | 114 |
| Show   | <input checked="" type="checkbox"/> <input type="checkbox"/> | Size | 100 | Direction | 90  |

- ❖ Add a sprite as Apple using Print. Set its X, Y position and size as below.



|        |                                                              |      |     |           |    |
|--------|--------------------------------------------------------------|------|-----|-----------|----|
| Sprite | Sprite2                                                      | x    | 36  | y         | 28 |
| Show   | <input checked="" type="checkbox"/> <input type="checkbox"/> | Size | 100 | Direction | 90 |

Let's make a Natural Language processing extension for Add Extension.



- ❖ Let's prepare the code for this app now.

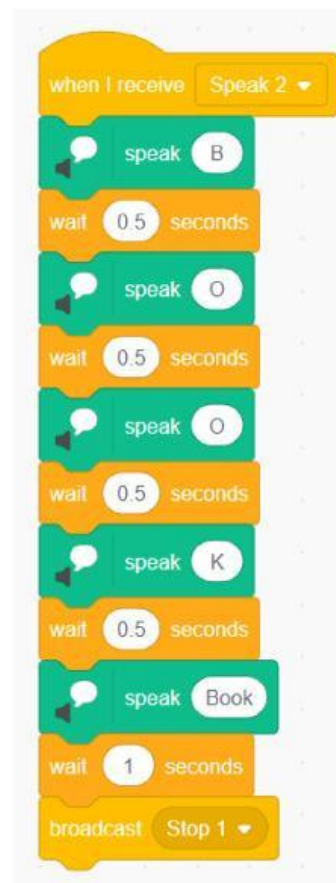


- ❖ Prepare the code for the sprite as follows.

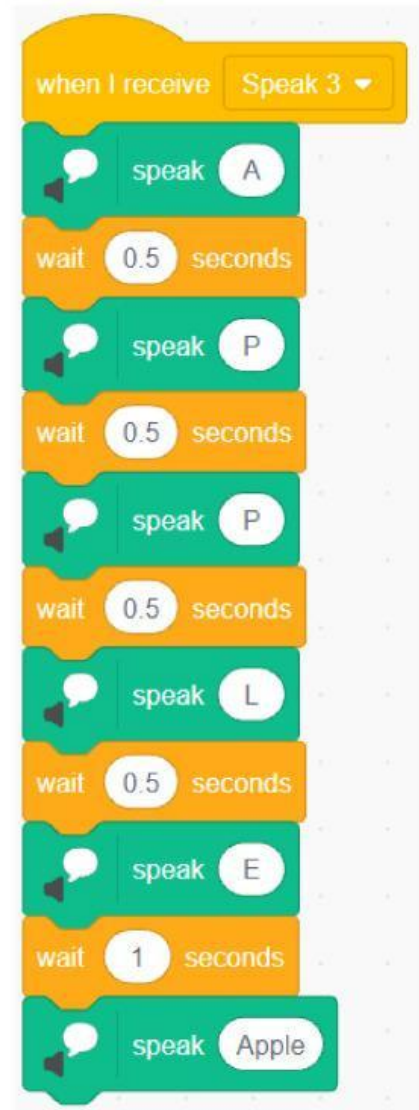
- ❖ When you click on the green flag, the alto voice should sound like Good morning kids and a message like Speak 1 should be broadcast.



- ❖ When a message is received as Speak 2, a voice as B should be heard and after 0.5 seconds a voice as O should be heard. After 0.5 seconds a voice should be heard as O and after 0.5 seconds a voice as K should be heard. After another 0.5 seconds a sound as Book should be released. After 1 second, a message as Stop 1 should be broadcast



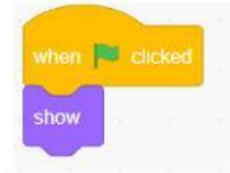
- ❖ When a message is received as Speak 3, a voice as A should be heard and after 0.5 seconds a voice as P should be heard. After 0.5 seconds a voice like P should be heard and after 0.5 seconds a voice like L should be heard. After 0.5 seconds a voice like E should be heard. After another 0.5 seconds you should hear an APPLE sound.





- ❖ Prepare the code for the sprite as follows.

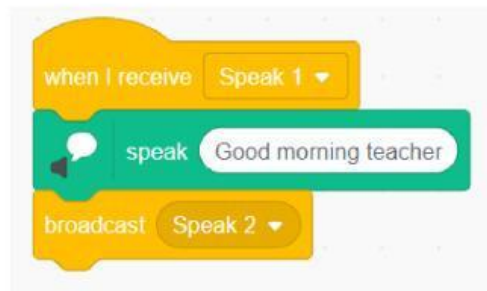
- ❖ Prepare the code to show this sprite when the green flag is clicked.



- ❖ After receiving a message as Stop1, this sprite should be hide.



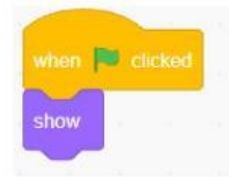
- ❖ When a message is received as Speak1, a voice as Good morning teacher should be played and a message as Speak 2 should be broadcast.



- ❖ Prepare the code for the sprite as follows.



- ❖ Prepare the code to show this sprite when the green flag is clicked.



- ❖ After receiving a message as Stop1, this sprite should be shown. A message should be broadcast as Speak 3.



- ❖ Prepare the code for the sprite as follows.

- ❖ After receiving a message as Stop1, this sprite should be shown.



- ❖ Prepare the code to show this sprite when the green flag is clicked.

