Project 152

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DP EDUCATION

Coding School

LIVEWORKSHEETS

Add related images using the link below.

https://drive.google.com/drive/folders/1cDaO5m86NERp1cV0hPHZw_AfAeILqg9K?usp=drive_link

- Add the Juice shop backdrop using Upload a backdrop.

- Add the following sprites using upload a sprite. Set their X, Y position and size as below.

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- Create the sprite as follows using paint.

❖ Add the john sprite using Choose a sprite. Adjust its X,Y position and size as below.

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❖ By clicking on Variables, click on make a variable and prepare the variables as follows.

Adjust the following variables related to this sprite.

- Prepare two variables as Orange juice 1 and Orange 1 bill.

- Orange juice 1 variable is assigned the number of glasses of Orange juice 1 that you get by clicking on the Orange juice 1 sprite.
- The Orange 1 bill variable assigns the amount to be paid for the amount of Orange juice 1 glasses you get.

Adjust the following variables related to this sprite.

• Prepare two variables as Orange juice 2 and Orange 2 bill.

• Orange juice 2 variable assigns the number of glasses of Orange juice 2 you get by clicking on the Orange juice 2 sprite.

• The Orange 2 bill variable assigns the amount to be paid for the amount of Orange juice 2 glasses you get.

Adjust the following variables related to this sprite.

- Prepare two variables as 1 strawberry juice and 1 strawberry bill.

- In the strawberry juice 1 variable, the amount of glasses of strawberry juice 1 that you get by clicking on the strawberry juice 1 sprite is assigned.

- The strawberry 1 bill variable assigns the amount to be paid for the quantity of strawberry juice 1 glasses you get.

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Adjust the following variables related to this sprite.

• Prepare two variables as strawberry juice 2 and strawberry 2 bill.

• In the strawberry juice 2 variable, the amount of glasses of strawberry juice 2 that you get by clicking on the strawberry juice 2 sprite is assigned.

• The strawberry 2 bill variable assigns the amount to be paid for the quantity of 2 glasses of strawberry juice you get.

• Create a variable as glasses of straw: juice to assign the total number of glasses of strawberry juice 1 and glasses of strawberry juice 2.

• Create a variable as glasses of orange juice to assign the total amount of glasses of orange juice 1 and glasses of orange juice 2.

• Prepare a variable as Total to assign the sum of the values of the variables Orange 1 bill, Orange 2 bill, strawberry 1 bill and strawberry 2 bill.

❖ From the variables that you prepare, only Orange juice 1, Orange juice 2, strawberry juice 1, strawberry juice 2, glasses of straw: juice and glasses of orange juice should be displayed..

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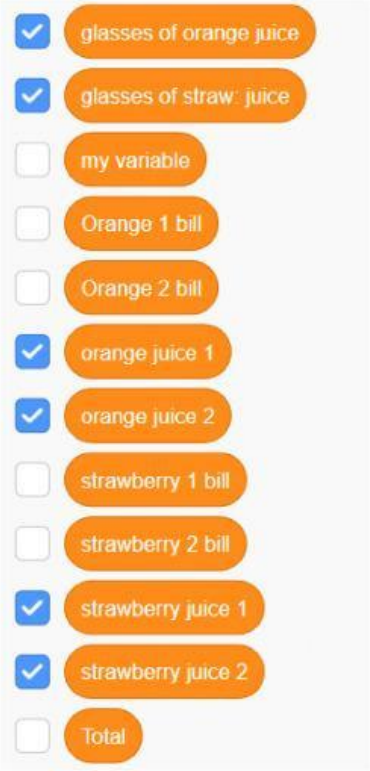
- Add a checkmark to the box in front of variables to be displayed.



❖ Let's prepare code

❖ First, let's prepare the code for the john sprite.

❖ Add a text to speech extension.

❖ Click on Variables and click on make list and prepare a list as Your juice bill.

❖ When you click on the green flag, the value of the Total variable should be 0 and all the items recorded in the Your juice bill list should be deleted. And Your juice bill list should be hide. Select the drinks of your choice, then a text should say john on click. It should be 2 seconds. For that, prepare the code as below.

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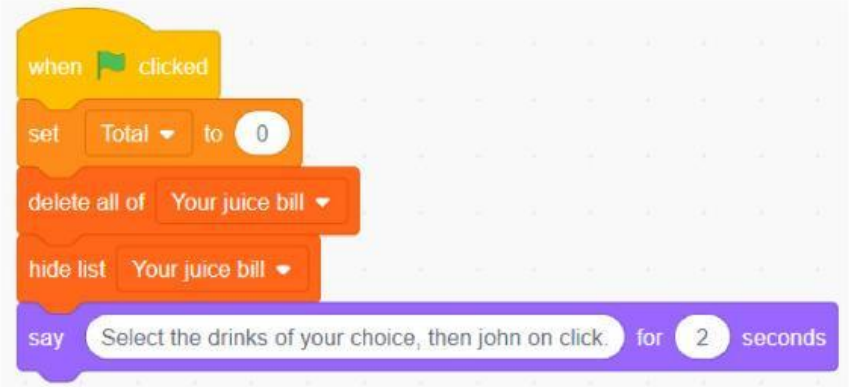

- When you click on this sprite, your juice bill list should be shown and the Total variable should be assigned the sum of the values of Orange 1 bill, Orange 2 bill, strawberry 1 bill and strawberry 2 bill variables. The value of the Total variable should be displayed in the Your juice bill list. "Have you finished choosing your drink?" A question should be asked and if the answer you give is yes, the amount you owe should be spoken and the value of the Total variable should be spoken and Pay the money and complete the transaction should be spoken. If the answer you give is no, you should speak as Choose your favorite drink.

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- Let's prepare the code for the Orange juice 1 sprite as follows.

- When you click on the green flag, the value of the Orange juice 1 variable should be 0. The value of the Orange 1 bill variable should be 0. The value of the glasses of orange juice variable should be 0. Orange juice 1 sprite should be X position 193 and Y position -28.

When you click on the Orange juice 1 sprite, the value of the Orange juice 1 variable should change by 1. The sum of the values of the Orange juice 1 variable and the Orange juice 2 variable must equal the glasses of orange juice variable. When the Orange juice 1 variable is multiplied by 100, the value of the Orange 1 bill variable should be assign.

- Let's prepare the code for the Orange juice 2 sprite as follows.

- When you click on the green flag, the value of the Orange juice 2 variable should be 0. The value of Orange 2 bill variable should be 0. The value of the glasses of orange juice variable should be 0. Orange juice 2 sprite should be X position 82 and Y position -30.

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- When you click on the Orange juice 2 sprite, the value of the Orange juice 2 variable should change by 1. The sum of the values of the Orange juice 1 variable and the Orange juice 2 variable must equal the glasses of orange juice variable. When the Orange juice 2 variable is multiplied by 350, the value of the Orange 2 bill variable should be assing.

- Let's prepare the code as follows for the strawberry juice 1 sprite.

- When you click on the green flag, the value of strawberry juice 1 variable should be 0. The value of strawberry 1 bill variable should be 0. glasses of straw: The value of the juice variable should be 0. Strawberry juice 1 sprite should have X position -92 and Y position -26.

- When you click on the strawberry juice 1 sprite, the value of the strawberry juice 1 variable should change by 1. The sum of the values of the strawberry juice 1 variable and the strawberry juice 2 variable should be the assign of the glasses of straw: juice variable. When the value of the strawberry juice 1 variable is multiplied by 150, the value of the strawberry 1 bill variable should be assign.

- Let's prepare the code for the strawberry juice 2 sprite as follows.

- When you click on the green flag, the value of the strawberry juice 2 variable should be 0. The value of strawberry 2 bill variable should be 0. glasses of straw: The value of the juice variable should be 0. Strawberry juice 2 sprite should have X position 1 and Y position -7.

- When you click on the strawberry juice 2 sprite, the value of the strawberry juice 2 variable should change by 1 each. The sum of the values of the strawberry juice 1 variable and the strawberry juice 2 variable should be the assign of the glasses of straw: juice variable. When the value of the strawberry juice 2 variable is multiplied by 400, the value of the strawberry 2 bill variable should be assign.

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