Marks:

Assessment 02

DP EDUCATION Coding School

Time – one hour and 40 minutes

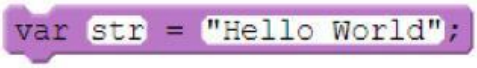


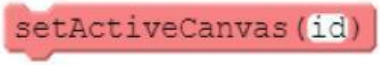
Name	
e-mail address	
Center DP IT CAMPUS	

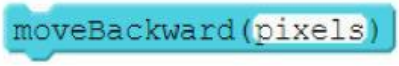
LIVEWORKSHEETS

Select the name of the Toolbox category to which each of the following Blocks you use in App Lab belongs.

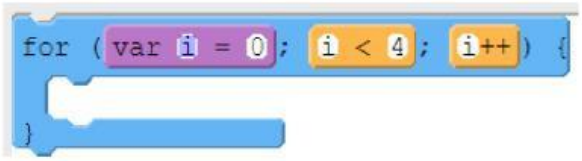


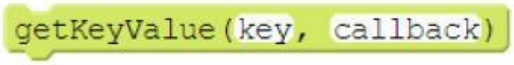


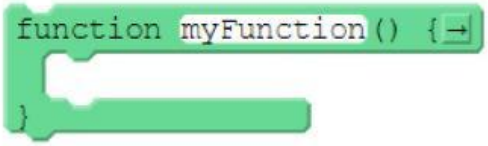












LIVEWORKSHEETS

Activity - 1

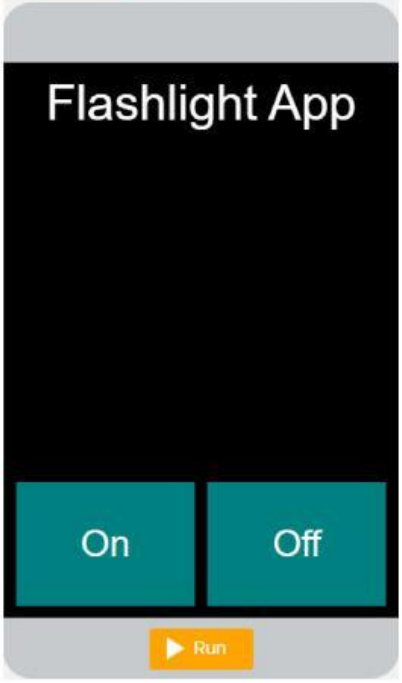
Start here

Access the App Lab project through the link shown as Start here above.

Remix Click and start your project.

Rename Your name is hereby given

Save Save it with this



Using the respective blocks according to the instructions below

Complete the project step by step.

- Add blocks inside void onEvent() so that when the “onButton” is clicked, the “background color” of the screen is set to “white” and the “font color” of the label is set to “black”.

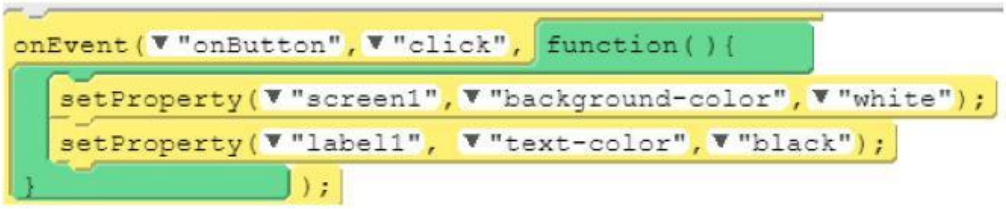
- Add another onEvent() block and blocks inside it so that when the “offButton” is clicked, the background color of the screen will be set to “black” and the “font color” of the label will be set to “white”.

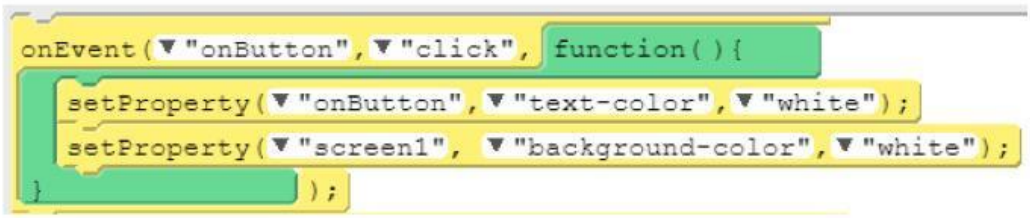
- Run the app and see if it works properly as above.

Choose the correct block code layout you applied for the "onButton" from the following images.

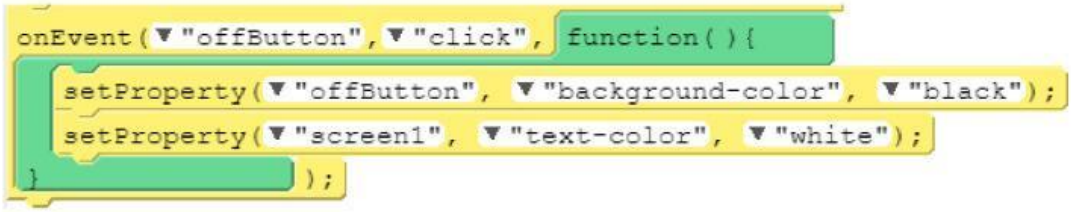
```
onEvent("onButton", "click", function( ){
    setProperty("onButton", "background-color", "white");
    setProperty("screen1", "text-color", "black");
});
```

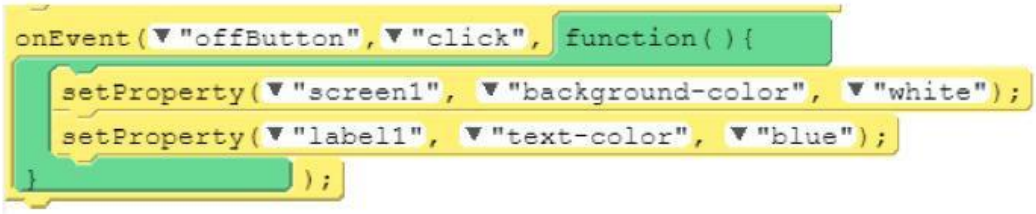
LIVEWORKSHEETS

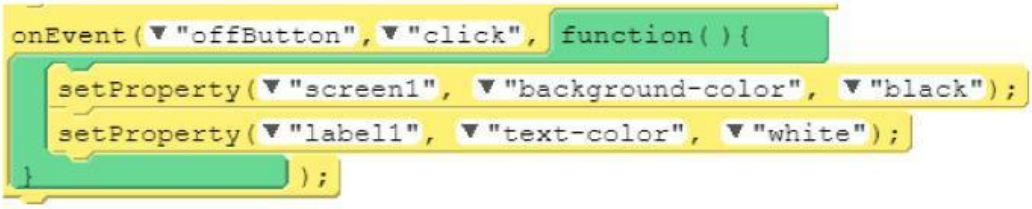




Select the correct block codes arrangement that you have applied for the "offButton" from the following images.

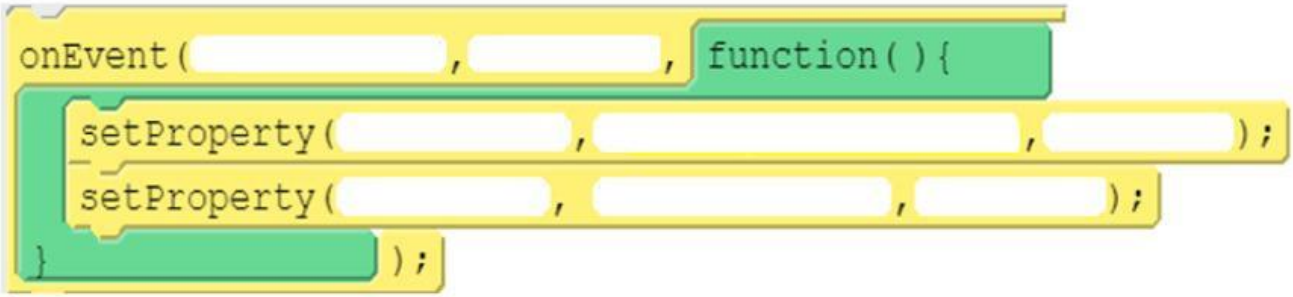






LIVEWORKSHEETS

1. When the "onButton" is clicked, the "background color" of the screen is set to "yellow" and the "font color" of the label is set to "green".



Activity – 2

Start here

Access the activity-2 project through the above link.

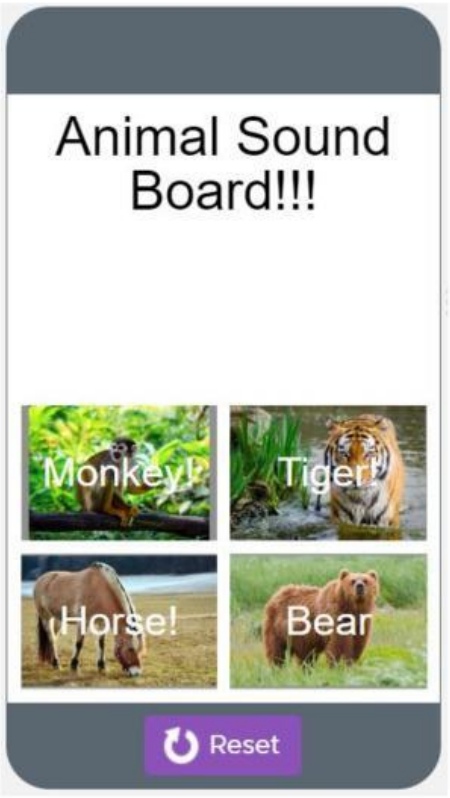
Remix Click and start your project.

Rename Your name is hereby given

Save Save it with this

Using the respective blocks according to the instructions below

Complete the project step by step.



LIVEWORKSHEETS

The images to be applied to the button is this link → Activity02
Download by.

- Upload the image using the "setProperty" block to insert the relevant image for Button1.

```
setProperty("button1", "image", "https://code.org/images/logo.png");
```
Choose...

- In the same way, upload images using blocks for the rest of the buttons.
- Use the “onEvent” block to enter the corresponding sound for button 1 and select the appropriate sound.
- In the same way, use blocks for the rest of the buttons and choose the appropriate sound.
- Run the app and see if it works properly.

Match the blocks with the sounds you select for each button to the respective images.




```
onEvent("button3", "click", function() {
  playSound("sound://category_animals/horse.mp3");
});
```




```
onEvent("button4", "click", function() {
  playSound("sound://category_animals/bear.mp3");
});
```



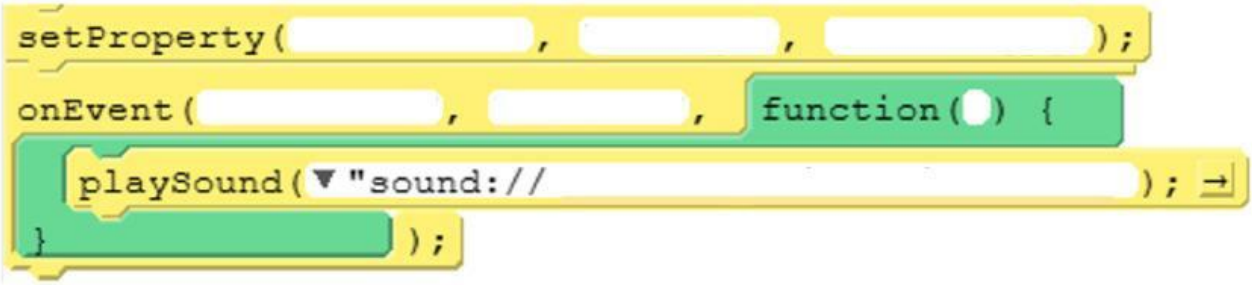

```
onEvent("button1", "click", function() {
  playSound("sound://category_animals/monkey.mp3");
});
```




```
onEvent("button2", "click", function() {
  playSound("sound://category_animals/tiger.mp3");
});
```

LIVEWORKSHEETS

To match the coding you used for button4, construct the block codes arrangement using the correct words in the diagram below.



Start here

Activity - 3

Access the activity-3 project through the above link.

Remix Click and start your project.

Rename By giving your name

Save Save it with this

- First, Design select Design Mode in the given app





- You'll get a startScreen in the top left corner, with a "Right!" button as shown in the right image. Add a button that says.
  Set its "id" as "rightButton"
- Set its size and position properly and adjust "background color" and "font size" as shown in the image.

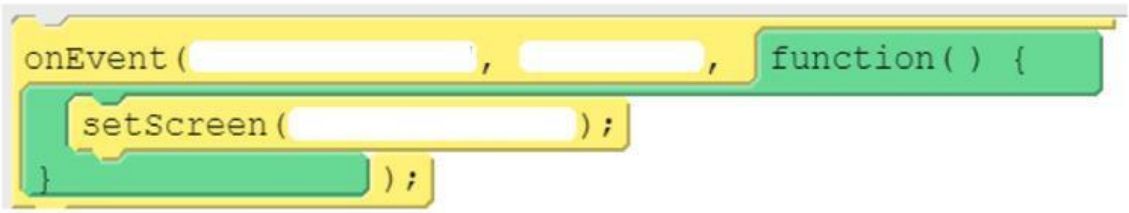
LIVEWORKSHEETS

- Now create another Screen called "rightScreen" and write "You went right!" Add a label.

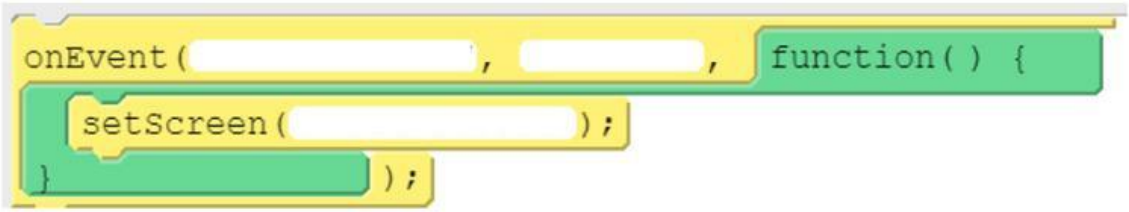


- • Now enter the Code Mode of your app.
- • Use the onEvent() block to switch to the leftScreen when the "Left" button is clicked and set the codes accordingly.
- • Use the onEvent() block to switch to the rightScreen when the "Right" button is clicked and set the codes accordingly.
- • Run the app and see if it works properly..

Match the words in the diagram below as the codes are set in the onEvent() block to switch to the leftScreen when you click the “Left” button.



Match the words in the diagram below so that when you click the “Right” button, the codes are set in the onEvent() block to switch to the rightScreen.



LIVEWORKSHEETS

- After marking the answers, click on the FINISH! finish button below.
- Your score will appear at the top of this worksheet



Save a Screen Shot showing your score and your name.

- If your score is less than 40 then study again from project 51



- If your score is more than 40 then study from project 65 onwards.



Access DP Education Official Community and share your saved Screen shot to

DP Education official community.

LIVEWORKSHEETS