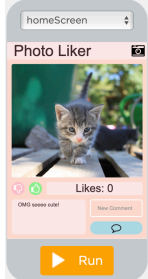
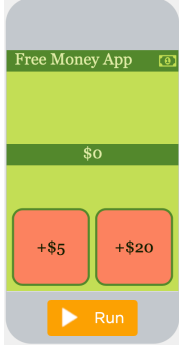
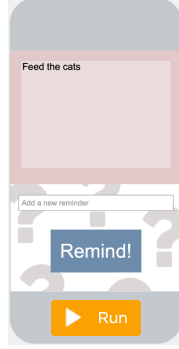


U4Ch1L4 – Level 2 _Variables Make - Gradesheet

<p>First...</p> <p>The goal of this lesson is to apply what you have already learned about Variables in Unit 4 in the creation of an App in this lesson.</p>		<p>This App is simple. It is made up of two components, both of which you have already done:</p> <ol style="list-style-type: none"> 1. A Counter that adds +1 or subtracts -1 dependent upon the user clicking a 'Like' button. <ol style="list-style-type: none"> a. You did this in U4Ch1L3 – Level 7. 2. An archive of comments entered by the user. <ol style="list-style-type: none"> a. You did this in U4Ch1L3 – Level 6. 	
<p>Second...</p> <p>U4Ch1L3 – Level 6: Input Numbers</p> <p>Open this program and look at how It functions. When the user clicks on a button, it adds a dollar amount. This is the same action that U4Ch1L4/Level 2 needs. View the program below. You need understand what is/are the variables being used and you need to know which "ids" represent each Event such as the buttons and displays; this is done by either viewing the ids in Design mode or just drag the cursor over each Event.</p>		<p>Third...</p> <p>U4Ch1L3– Level 7: Input String</p> <p>Open this program and view how it functions. Notice how there is a form field in which the user enters text, then a button is pushed and this String is entered into a display of all the reminders that were entered. This is the same action that U4Ch1L4/Level 2 needs. View the program below. You need understand what is/are the variables being used and you need to know which "ids" represent the Events such as the buttons and text;</p>	
<p>Here is the program for U4Ch1L3_Level 6 – Input Numbers.</p> <pre> 2 var dollars = 0; 3 - onEvent("addFiveButton", "click", function() { 4 dollars = dollars + 5; 5 setProperty("dollarsLabel", "text", "\$"+dollars); 6 playSound("sound://category_digital/ring_1.mp3"); 7 }); 8 - onEvent("addTwentyButton", "click", function(){ 9 dollars = dollars + 20; 10 setProperty("dollarsLabel", "text", "\$"+dollars); 11 playSound("sound://category_digital/ring_2.mp3"); 12 }); </pre> <p>Here is an explanation as to how the program works.</p> <p>// Create and initialize variables. var dollars = 0; // When the button is clicked, increase the value of dollars by 5. Update the text on the screen. onEvent("addFiveButton", "click", function() { dollars = dollars + 5; setProperty("dollarsLabel", "text", "\$"+dollars); }); // When the button is clicked, increase the value of dollars by 20. Update the text on the screen. onEvent("addTwentyButton", "click", function(){ // Add code here to make the +\$20 button work dollars = dollars + 20; // setProperty("dollarsLabel", "text", "\$"+dollars); });</p> <p>Step #4</p> <p>Now Go to U4Ch1L4 Variables Make Level 2 and Apply everything you learned here as you create the Cat Comment App... !Just Copy the Program on This Page, Paste it into the Cat App and then change the names of the Event and the Variables to match those in U4Ch1L4 Variables Make Level 2.</p>	<p>Here is the program for U4Ch1L3_Level 7 – Input Strings.</p> <pre> 3 var allRemindersv = "Feed the cats"; 4 var newReminderv; 5 setProperty("reminderText", "text", allRemindersv); 6 - onEvent("reminderButton", "click", function() { 7 newReminderv = getText("reminderInput"); 8 allRemindersv = allRemindersv + "\n" + newReminderv; 9 setProperty("reminderText", "text", allRemindersv); 10 setProperty("reminderInput", "text", ""); 11 }); </pre> <p>Here is an explanation as to how the program works.</p> <p>// This line of code below creates and assigns the variables// var allRemindersv = "Feed the cats"; var newReminderv; // This line of code below allows the variable String to appear on the Display// setProperty("reminderText", "text", allRemindersv); //I am going to add a 'v' to the end of the variables so that I will stop confusing my variables and Events in the program.// //First, look above and take note of the variables.// //Second, go find the name/id of each of the Events. You find them in 'Design'. Here are the Events: // //reminderInput//. – This is where the comment was entered. //reminderButton//. – This is the button. //remindertext//. – This is the text String display. onEvent("reminderButton", "click", function() { //Remember that a variable was created earlier: var newReminder // //In the line of code below, the comment that is typed in by the user into the 'reminderInput' Form Field is now placed into the variable: 'newReminder'. // newReminderv = getText("reminderInput"); //Remember that there was a 2nd variable created earlier: var allReminders = "Feed the cats"; //In the line of code below, the variable 'allReminders' is being updated to receive 'newReminder' in addition to the other comment that were previously entered.// allRemindersv = allRemindersv + "\n" + newReminderv; //The next two lines of code just direct the Events (stated above) to receive and show the strings of text in the two separate variables.// setProperty("reminderText", "text", allRemindersv); setProperty("reminderInput", "text", ""); });</p>		

