Computing

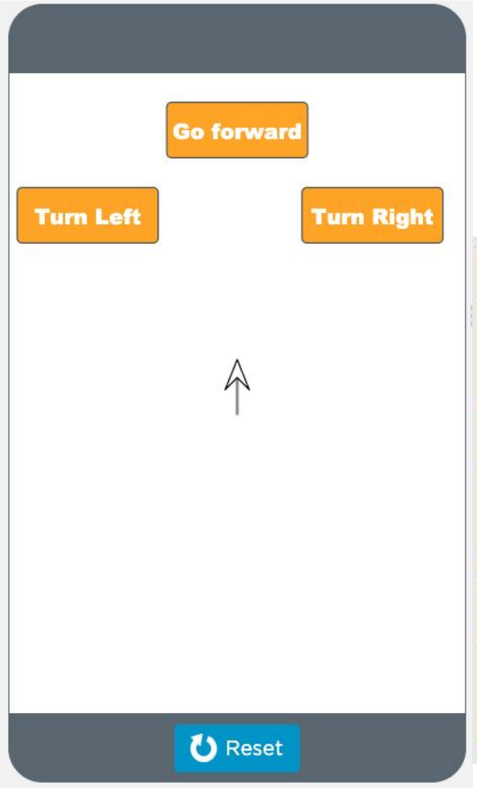
Lesson 3: School Lab Studios

Mobile App Development

Ben Garside

[1] *Materials from the Teach Computing Curriculum created by the National Centre for Computing Education*

Task 1 - Spot the errors




```
onEvent("GoForward", "click", function() {
  moveForward(25);
});
onEvent("TurnRight", "click", function() {
  turnRight(90);
});
onEvent("TurnLeft", "click", function() {
  turnRight(90);
});
```

Source: Code.org

Debug the app

There are **three** errors in this program.

- Sign into your code.org account.
- Follow this link: ncce.io/AppLabL3S
- Click **View code** and **Remix**.
- See if you can find and fix all the errors.

Task 2 - User score

We’re now going to apply the final touches to our Tappy Tap App by doing the following:

- Designing the score screen
- Adding code to pass the score to the score screen

Instructions

Open the app that you developed in the previous lesson

If you don’t want to use your app, you can **remix** the following app:

- ncce.io/AppLabL3a1

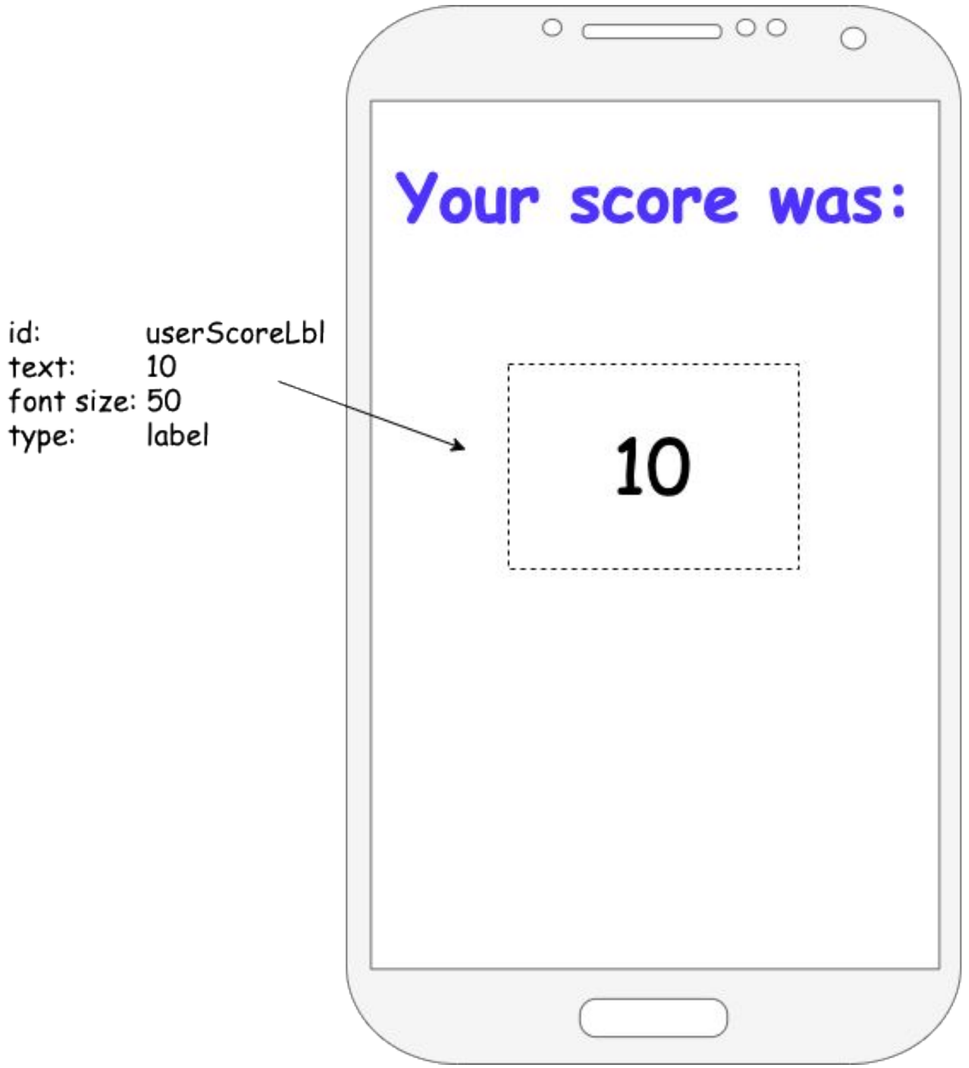
Task 2 - Score screen design

Enter design mode and select the score screen.

Add a label and place it where you would like the score to appear.

Change the id to **`user_score_label`**.

Format the font, size, and position (change the text property to an example score, such as 10).



Task 3 - Passing the score into `user_score_label`

Add the following block of code into the correct position.

A

```
var score = 0;
onEvent("startbutton", "click", function() {
  setScreen("Game");
  setTimeout( function() {
    setScreen("Score");
  }, 5000);
});
onEvent("bluedot_game", "click", function() {
  score = score + 1;
  console.log(score);
  setPosition("bluedot_game", randomNumber(30, 300),
});
```

Source: code.org

Customise the properties so that it changes the text to the value of the score variable.

Optional explorer task: Add and code a Play again button.

Task 4 - Choose your project

You can now choose your project.

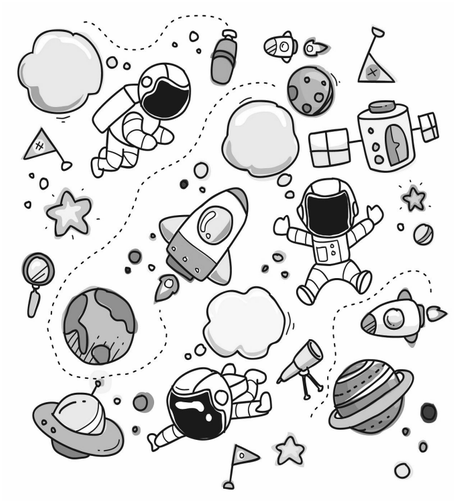
- Open the project diaries for each project
- Spend time reading the options and the requirements of each program
- Download or make a copy of the project that you are going to work on

Source: Pixabay

School Lab Studios: App Choices

KS2 Maths App

ncce.io/prg3-3-rp3

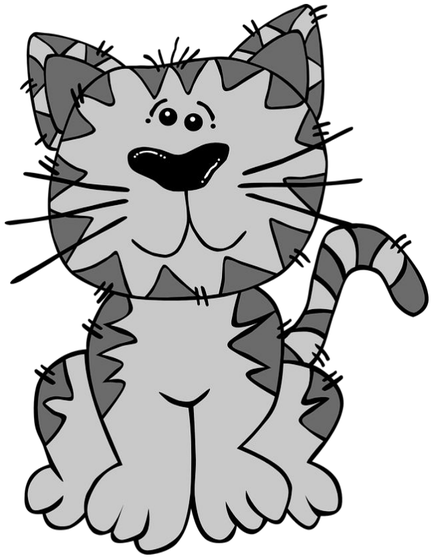


Your weight in space

ncce.io/prg3-3-rp1

Clicky biscuits

ncce.io/prg3-3-rp4



Virtual pet

ncce.io/prg3-3-rp2

Source: Pixabay