

Computing

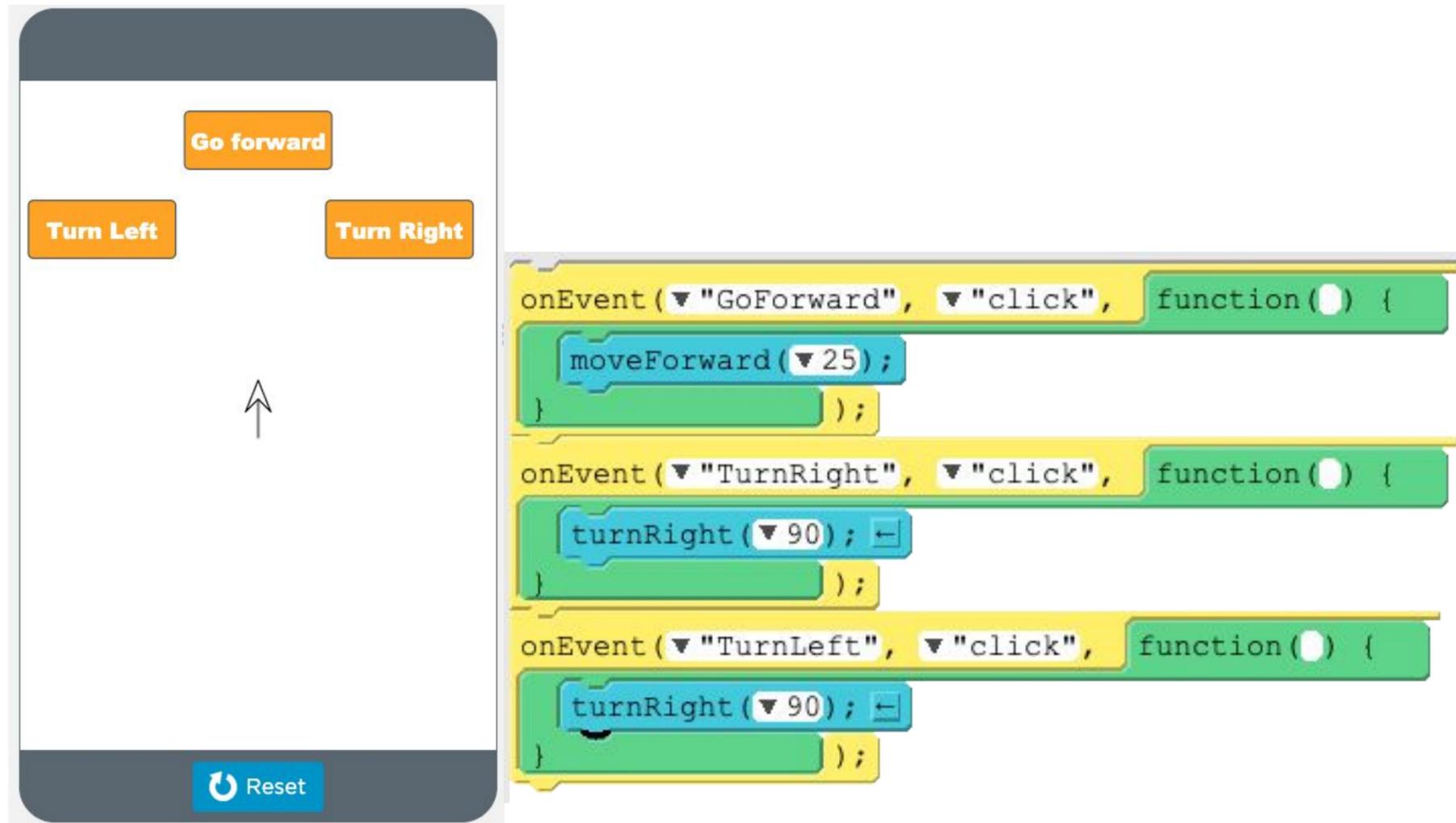
Lesson 3: School Lab Studios

Mobile App Development

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Task 1 - Spot the errors



The image shows a mobile app interface on the left and its corresponding code blocks on the right. The app interface has three buttons: "Go forward", "Turn Left", and "Turn Right", and a "Reset" button at the bottom. An arrow points to the "Go forward" button. The code blocks are as follows:

```
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: oaknat.uk/comp-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:

- oaknat.uk/comp-AppLabL3a1



Task 2 - Score screen design

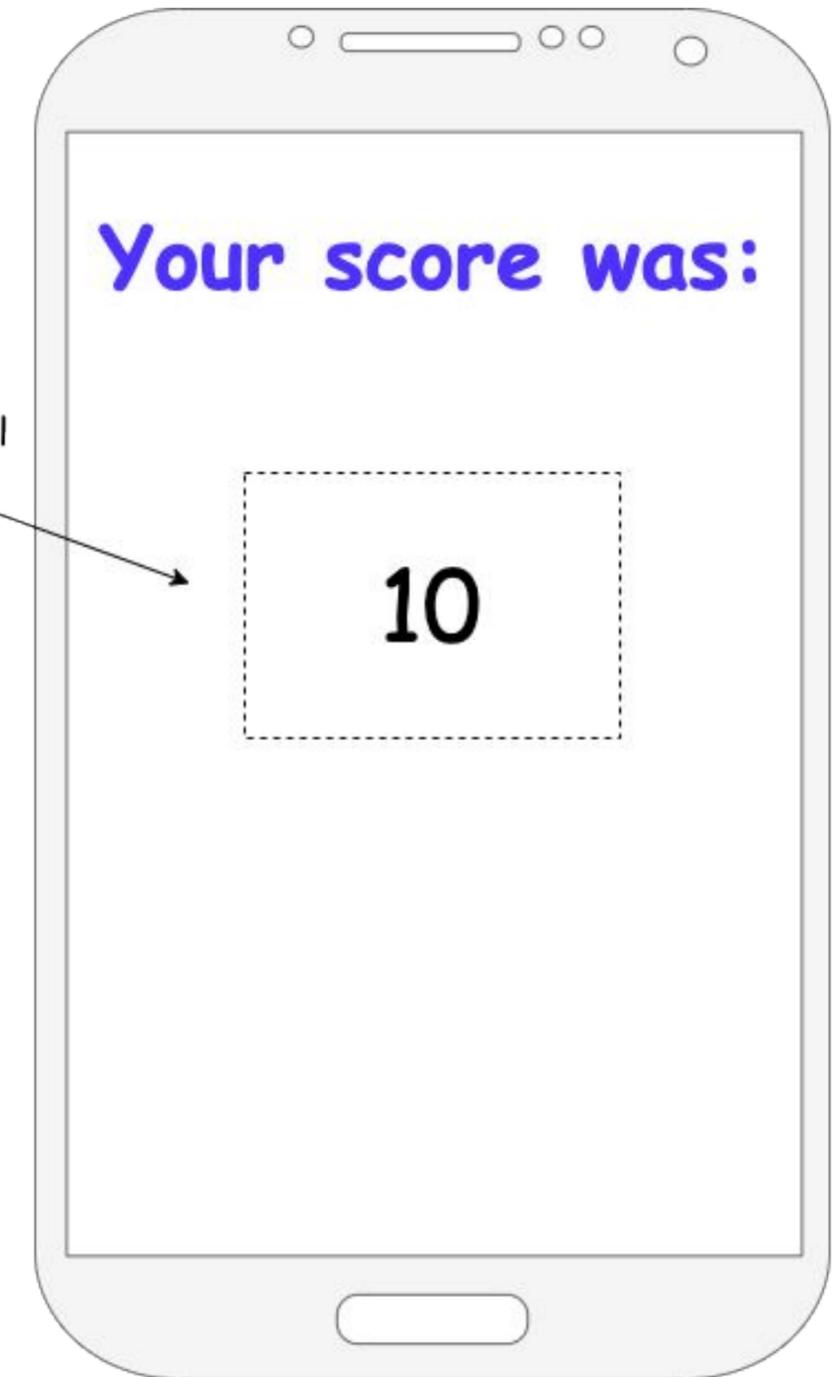
Enter design mode and select the score screen.

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).

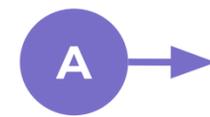
```
id:      userScoreLbl  
text:    10  
font size: 50  
type:    label
```



Task 3 - Passing the score into user_score_label1

Add the following block of code into the correct position.

```
setProperty(▼ "id", ▼ "width", ▼ 100);  
"border-color"  
"border-radius"  
"font-family"  
"font-size"  
"text-align"  
"hidden"  
"text"  
"placeholder"
```



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

```
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

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



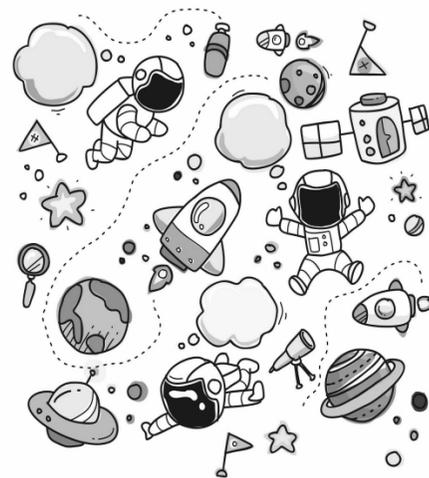
KS2 Maths App

oaknat.uk/comp-KS2MathsApp



Clicky biscuits

oaknat.uk/comp-ClickyBiscuits



Your weight in space

oaknat.uk/comp-YourWeightInSpace



Virtual pet

oaknat.uk/comp-VirtualPet

