

Computing

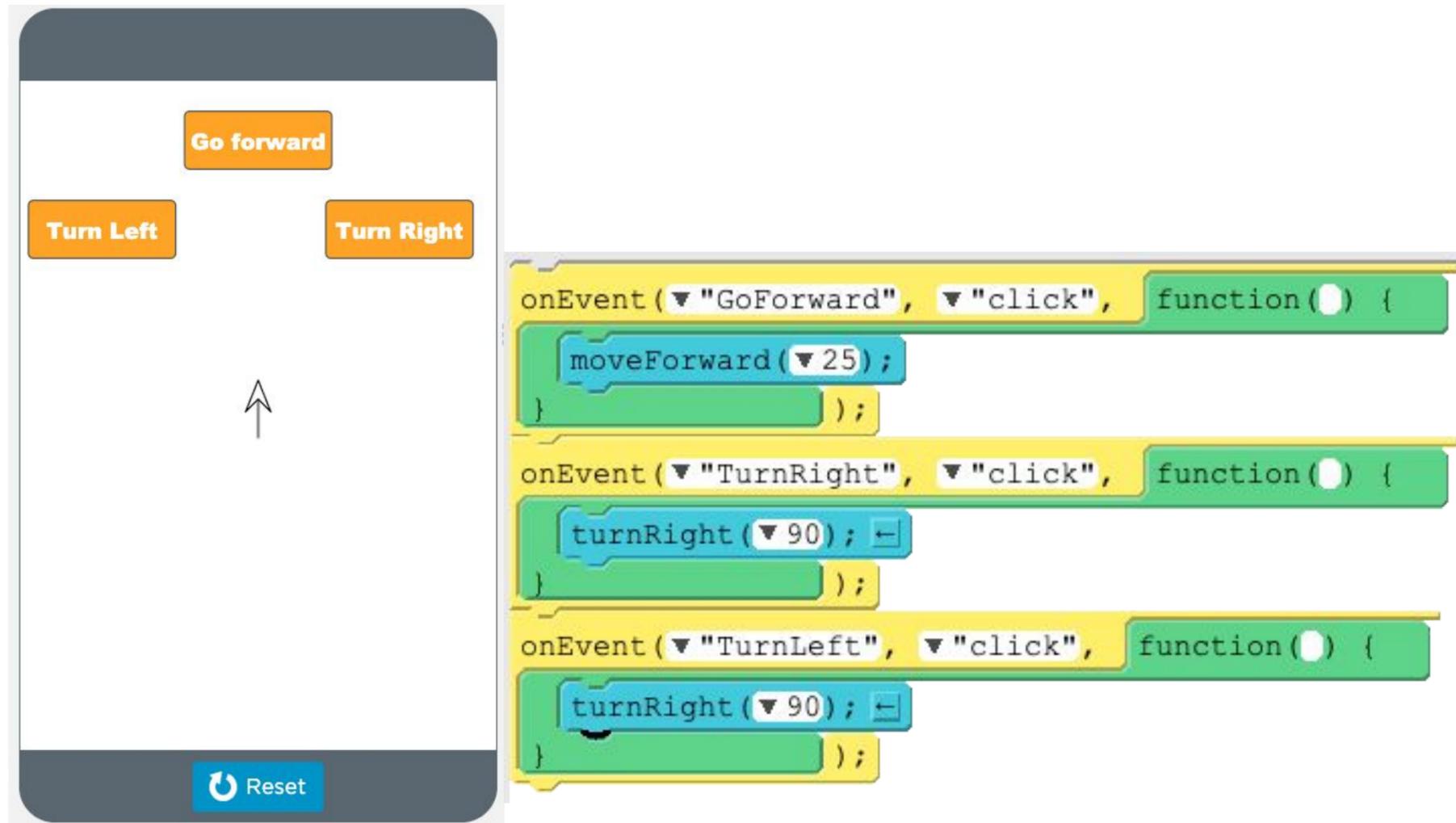
# Lesson 3: School Lab Studios

**Mobile App Development**

Ben Garside



# 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. A mouse cursor is pointing at 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\*\*](https://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](https://oaknat.uk/comp-AppLabL3a1)



## Task 2 - Score screen design

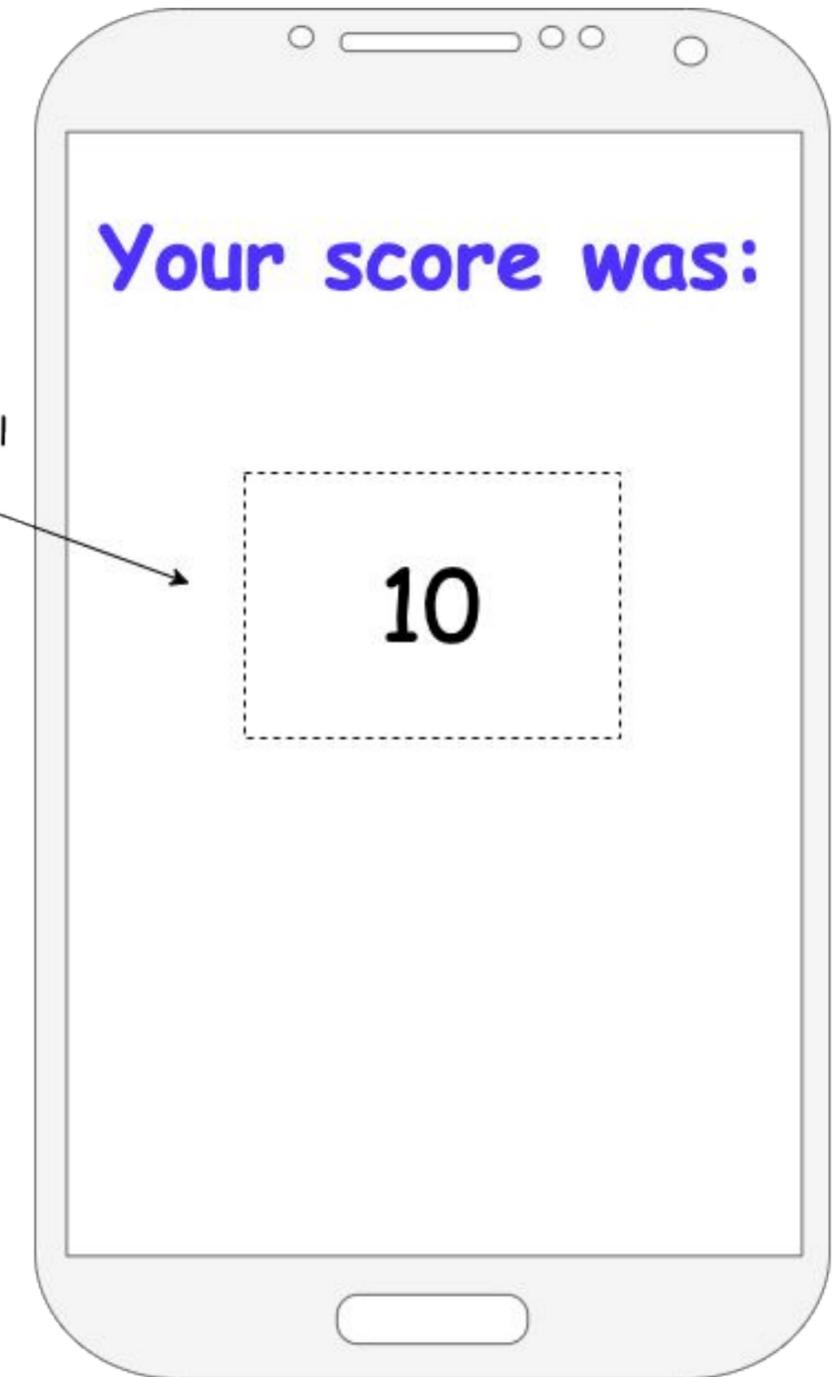
Enter design mode and select the score screen.

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).

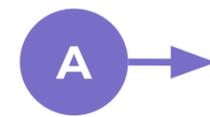
```
id:      userScoreLbl  
text:    10  
font size: 50  
type:    label
```



# 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



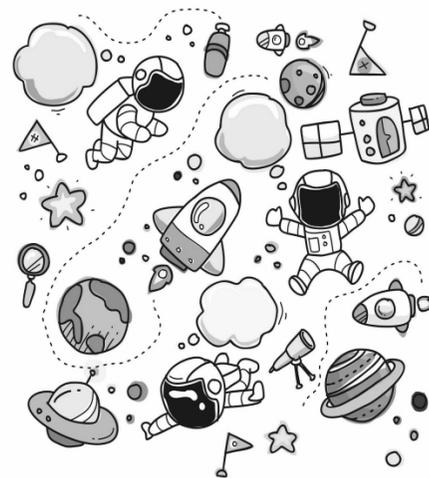
KS2 Maths App

**[oaknat.uk/comp-KS2MathsApp](https://oaknat.uk/comp-KS2MathsApp)**



Clicky biscuits

**[oaknat.uk/comp-ClickyBiscuits](https://oaknat.uk/comp-ClickyBiscuits)**



Your weight in space

**[oaknat.uk/comp-YourWeightInSpace](https://oaknat.uk/comp-YourWeightInSpace)**



Virtual pet

**[oaknat.uk/comp-VirtualPet](https://oaknat.uk/comp-VirtualPet)**

