

Lesson 0 - Intro to App Lab

Level 2

```
setProperty(▼ "screen1", ▼ "background-color", ▼ "green");
```

Level 3

```
setProperty(▼ "label1", ▼ "text-color", ▼ "blue");  
setProperty(▼ "label1", ▼ "font-size", ▼ 72);
```

Level 4

```
setProperty(▼ "button1", ▼ "background-color", ▼ "red");  
setProperty(▼ "button2", ▼ "background-color", ▼ "blue");
```

Level 6

```
setProperty(▼ "screen1", ▼ "background-color", ▼ "blue");  
onEvent(▼ "bigButton", ▼ "click", function() {  
  setProperty(▼ "screen1", ▼ "background-color", ▼ "green");  
});
```

Level 7

```
onEvent(▼ "onButton", ▼ "click", function() {  
  setProperty(▼ "screen1", ▼ "background-color", ▼ "white");  
  setProperty(▼ "label1", ▼ "text-color", ▼ "black");  
});  
onEvent(▼ "offButton", ▼ "click", function() {  
  setProperty(▼ "screen1", ▼ "background-color", ▼ "black");  
  setProperty(▼ "label1", ▼ "text-color", ▼ "white");  
});
```

Level 9

```
setProperty(▼"button1", ▼"image", ▼"https://code.org/images/app-lab/monkey.");
setProperty(▼"button2", ▼"image", ▼"https://code.org/images/app-lab/tiger.jpg");
setProperty(▼"button3", ▼"image", ▼"https://code.org/images/app-lab/horse.jpg");
setProperty(▼"button4", ▼"image", ▼"cow.jpg");
setProperty(▼"button4", ▼"text", ▼"Cow!");

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

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

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

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

Level 11

```
onEvent(▼"leftButton", ▼"click", function() {
  setScreen(▼"leftScreen");
  playSound(▼"sound://default.mp3", ▼false);
});

onEvent(▼"rightbutton", ▼"click", function() {
  setScreen(▼"rightscreen");
  playSound(▼"sound://default.mp3");
});

onEvent(▼"beachbutton", ▼"click", function() {
  setScreen(▼"beachscreen");
});

onEvent(▼"mallbutton", ▼"click", function() {
  setScreen(▼"mallscreen");
});
```

Level 12

```
onEvent(▼"leftButton", ▼"click", function() {  
    setScreen(▼"leftScreen");  
    playSound(▼"sound://default.mp3", ▼false);  
});  
  
onEvent(▼"rightbutton", ▼"click", function() {  
    setScreen(▼"rightscreen");  
    playSound(▼"sound://default.mp3");  
});  
  
onEvent(▼"beachbutton", ▼"click", function() {  
    setScreen(▼"beachscreen");  
});  
  
onEvent(▼"mallbutton", ▼"click", function() {  
    setScreen(▼"mallscreen");  
});
```

Activate Wind

Level 13

```
onEvent(▼"leftButton", ▼"click", function() {  
    setScreen(▼"leftScreen");  
    playSound(▼"sound://default.mp3", ▼false);  
});  
  
onEvent(▼"rightbutton", ▼"click", function() {  
    setScreen(▼"rightscreen");  
    playSound(▼"sound://default.mp3");  
});  
  
onEvent(▼"beachbutton", ▼"click", function() {  
    setScreen(▼"beachscreen");  
});  
  
onEvent(▼"mallbutton", ▼"click", function() {  
    setScreen(▼"mallscreen");  
});
```

A * * * 1 2 3

Level 15

```
onEvent(▼"leftButton", ▼"click", function() {  
    setScreen(▼"leftScreen");  
    playSound(▼"sound://default.mp3", ▼false);  
});
```

```
onEvent(▼"rightbutton", ▼"click", function() {  
    setScreen(▼"rightscreen");  
    playSound(▼"sound://default.mp3");  
});
```

```
onEvent(▼"beachbutton", ▼"click", function() {  
    setScreen(▼"beachscreen");  
});
```

```
onEvent(▼"mallbutton", ▼"click", function() {  
    setScreen(▼"mallscreen");  
});
```