

## Lesson plan – 11

### Level – 2

```
setText(▼ "soundValue", soundSensor.value);
```

### Level 3

```
onEvent(▼ "updateButton", ▼ "click", function() {  
  setText(▼ "lightValue", lightSensor.value);  
});
```

### Level 4

```
lightSensor.setScale(0, 450);  
onBoardEvent(▼ lightSensor, ▼ "data", function() {  
  setProperty(▼ "smiley", ▼ "y", lightSensor.value);  
});
```

### Level 5

```
onBoardEvent(▼ soundSensor, ▼ "data", function() {  
  setText(▼ "soundValue", soundSensor.value);  
});
```

### Level 6

```
onBoardEvent(▼ soundSensor, ▼ "data", function() {  
  setText(▼ "soundValue", soundSensor.value);  
});
```

### level 7

```
onBoardEvent (▼ tempSensor, ▼ "change", function() {  
  setText (▼ "tempValue", tempSensor.F);  
  buzzer.frequency (500, 100);  
});
```

### Level 8(a)

```
onBoardEvent (▼ tempSensor, ▼ "change", function() {  
  setText (▼ "tempFLabel", tempSensor.F);  
  setText (▼ "tempCLabel", tempSensor.C);  
});
```

### level 9

```
lightSensor.setScale (0, 10);  
onBoardEvent (▼ lightSensor, ▼ "data", function() {  
  setText (▼ "lightValue", lightSensor.value);  
});  
soundSensor.setScale (0, 10);  
onBoardEvent (▼ soundSensor, ▼ "data", function() {  
  setText (▼ "soundValue", soundSensor.value);  
});  
onBoardEvent (▼ tempSensor, ▼ "data", function() {  
  setText (▼ "tempValue", tempSensor.F);  
});
```

### Level 10(a)

```
soundSensor.threshold = 50;  
onBoardEvent (▼ soundSensor, ▼ "change", function() {  
  setProperty (▼ "screen1", ▼ "background-color", rgb (randomNumber (0, 255), randomNumber (0, 255), randomNumber (0, 255)));  
});
```

## Level (d)

```
lightSensor.setScale(0, 100);  
onBoardEvent(▼lightSensor, ▼"data", function() {  
  setText(▼"blindsImage", lightSensor.value);  
  if (lightSensor.value > 50) {  
    hideElement(▼"blindsImage");  
  }  
  if (lightSensor.value < 50) {  
    showElement(▼"blindsImage");  
  }  
});
```