

Lesson – 2

Level 2

```
onEvent (▼ "LEDbutton", ▼ "click", function() {  
  led.on();  
});
```

Level 3

```
onEvent (▼ "LEDOn", ▼ "click", function() {  
  led.on();  
});  
onEvent (▼ "LEDOff", ▼ "click", function() {  
  //Add code so that the LED turns off  
  led.off();  
});
```

Level 4

```
onEvent (▼ "LEDbutton", ▼ "click", function() {  
  led.pulse(200);  
});
```

Level 5

```
onEvent (▼ "lowButton", ▼ "click", function() {  
  buzzer.frequency(200, 500);  
});  
onEvent (▼ "midButton", ▼ "click", function() {  
  buzzer.frequency(500, 500);  
});  
onEvent (▼ "highButton", ▼ "click", function() {  
  buzzer.frequency(800, 500);  
});
```

Level 6

```
onEvent(▼"shortButton", ▼"click", function() {  
  //Play the buzzer sound for a short amount of time  
  buzzer.frequency(500, 100);  
});  
  
onEvent(▼"longButton", ▼"click", function() {  
  //Plays the buzzer sound for a longer amount of time  
  buzzer.frequency(500, 1000);  
});
```

Activate Wi

Level 7

```
onEvent(▼"dogButton", ▼"click", function() {  
  //Add a frequency block to let someone know if they pick the correct pet  
  buzzer.frequency(500, 1000);  
});  
  
onEvent(▼"catButton", ▼"click", function() {  
  //Add a frequency block to let someone know if they pick the correct pet  
  buzzer.frequency(500, 800);  
});  
  
onEvent(▼"lizardButton", ▼"click", function() {  
  //Add a frequency block to let someone know if they pick the correct pet  
  buzzer.frequency(200, 100);  
});  
  
onEvent(▼"fishButton", ▼"click", function() {  
  //Add a frequency block to let someone know if they pick the correct pet  
  buzzer.frequency(100, 100);  
});
```

Level 8 (a)

```
onEvent (▼ "onButton", ▼ "click", function( ) {  
  //1) When the "on" button is pressed, blink the LED and make  
  led.blink(200);  
  buzzer.frequency(500, 1000);  
}  
);  
  
onEvent (▼ "offButton", ▼ "click", function( ) {  
  //2) When the "off" button is pressed, turn off the LED  
  led.off();  
}  
);
```

Level 8(b)

```
onEvent (▼ "MousebuttonClick", ▼ "click", function( ) {  
  buzzer.frequency(1000, 200);  
}  
);
```

Level 8(c)

```
onEvent (▼ "lightOffButton", ▼ "click", function( ) {  
  led.off();  
}  
);  
//The LED button will turn on  
onEvent (▼ "lightOnButton", ▼ "click", function( ) {  
  led.on();  
}  
);
```

Level 8(d)

```
onEvent (▼ "oneHundredButton", ▼ "click", function(●) {  
  //Play the buzzer at a frequency of 100 for half a second  
  buzzer.frequency(500, 100);  
});
```

```
onEvent (▼ "twoHundredButton", ▼ "click", function(●) {  
  //Play the buzzer at a frequency of 200 for half a second  
  buzzer.frequency(500, 200);  
});
```

```
onEvent (▼ "threeHundredButton", ▼ "click", function(●) {  
  //Play the buzzer at a frequency of 300 for half a second  
  buzzer.frequency(500, 300);  
});
```

```
onEvent (▼ "fourHundredButton", ▼ "click", function(●) {  
  //Play the buzzer at a frequency of 400 for half a second  
  buzzer.frequency(500, 400);  
});
```

```
onEvent (▼ "fiveHundredButton", ▼ "click", function(●) {  
  //Play the buzzer at a frequency of 500 for half a second  
  buzzer.frequency(500, 500);  
});
```

```
onEvent (▼ "sixHundredButton", ▼ "click", function(●) {  
  //Play the buzzer at a frequency of 600 for half a second  
  buzzer.frequency(500, 600);  
});
```

```

onEvent(▼ "sevenHundredButton", ▼ "click", function() {
  //Play the buzzer at a frequency of 700 for half a second
  buzzer.frequency(500, 700);
});

onEvent(▼ "eightHundredButton", ▼ "click", function() {
  //Play the buzzer at a frequency of 800 for half a second
  buzzer.frequency(500, 800);
});

onEvent(▼ "nineHundredButton", ▼ "click", function() {
  //Play the buzzer at a frequency of 900 for half a second
  buzzer.frequency(500, 900);
});

```

Level 9

```

//This code is for the Happy button
onEvent(▼ "happyButton", ▼ "click", function() {
  led.on();
  buzzer.frequency(500, 500);
});

//Add your code for the Nervous button here
onEvent(▼ "nervousButton", ▼ "click", function() {
  led.blink(200);
  buzzer.frequency(500, 100);
});

//Add your code for the Sleepy button here
onEvent(▼ "sleepyButton", ▼ "click", function() {
  led.off();
  buzzer.frequency(200, 1000);
});

```

Level 10 (a)

```
onEvent(▼"batImage", ▼"click", function( ) {  
  buzzer.frequency(500, 500);  
});  
  
onEvent(▼"bearImage", ▼"click", function( ) {  
  buzzer.frequency(200, 500);  
});  
  
onEvent(▼"cowImage", ▼"click", function( ) {  
  buzzer.frequency(500, 1000);  
});  
  
onEvent(▼"duckImage", ▼"click", function( ) {  
  buzzer.frequency(500, 100);  
});  
  
onEvent(▼"mouseImage", ▼"click", function( ) {  
  buzzer.frequency(500, 200);  
});
```

Level (10 b)

```
onEvent(▼"backgroundImage", ▼"mousemove", function( ) {  
  led.off();  
});  
  
//Add your code here  
onEvent(▼"secret2", ▼"click", function( ) {  
  led.on();  
});
```

Level (10 c)

```
onEvent(▼"button1", ▼"click", function( ) {  
  buzzer.frequency(randomNumber(100, 1000), randomNumber(100, 1000));  
});
```