

Lesson-4

Level 1

```
onBoardEvent (▼buttonL, ▼"down", function() {  
  led.on();  
});
```

Level 2

```
onBoardEvent (▼buttonL, ▼"down", function() {  
  led.on();  
});  
onBoardEvent (▼buttonR, ▼"down", function() {  
  led.off();  
});
```

Level 3

```
onBoardEvent (▼buttonL, ▼"down", function() {  
  led.on();  
});  
onBoardEvent (▼buttonL, ▼"up", function() {  
  led.off();  
});
```

Level 4

```
onBoardEvent (▼toggleSwitch, ▼"open", function() {  
  led.on();  
});  
onBoardEvent (▼toggleSwitch, ▼"close", function() {  
  led.off();  
});
```

Level 5

```
onBoardEvent (▼ toggleSwitch, ▼ "open", function() {  
    setProperty(▼ "label1", ▼ "background-color", ▼ "white");  
});  
onBoardEvent (▼ toggleSwitch, ▼ "close", function() {  
    setProperty(▼ "screen1", ▼ "background-color", ▼ "black");  
});
```

Level 6(a)

```
onBoardEvent (▼ buttonL, ▼ "down", function() {  
    setText(▼ "thisLabel", "The left button is down");  
});  
onBoardEvent (▼ buttonL, ▼ "up", function() {  
    setText(▼ "thisLabel", "The left button is up");  
});  
onBoardEvent (▼ buttonR, ▼ "down", function() {  
    setText(▼ "thisLabel", "The right button is down");  
});  
onBoardEvent (▼ buttonR, ▼ "up", function() {  
    setText(▼ "thisLabel", "The right button is up");  
});  
onBoardEvent (▼ toggleSwitch, ▼ "open", function() {  
    setText(▼ "thisLabel", "the toggle switch is open");  
});  
onBoardEvent (▼ toggleSwitch, ▼ "close", function() {  
    setText(▼ "thisLabel", "The toggle switch is close");  
});
```

Level 6 (b)

```
onBoardEvent (▼buttonL, ▼"down", function() {  
  setProperty(▼"screen1", ▼"image", ▼"icon://fa-smile-o");  
});  
onBoardEvent (▼buttonL, ▼"up", function() {  
  setProperty(▼"screen1", ▼"image", ▼"icon://fa-meh-o");  
});  
onBoardEvent (▼buttonR, ▼"down", function() {  
  setProperty(▼"screen1", ▼"image", ▼"icon://fa-smile-o");  
});  
onBoardEvent (▼buttonR, ▼"down", function() {  
  setProperty(▼"screen1", ▼"image", ▼"icon://fa-meh-o");  
});
```

Level 6 (c)

```
onBoardEvent (▼toggleSwitch, ▼"open", function() {  
  led.on();  
});  
onBoardEvent (▼toggleSwitch, ▼"close", function() {  
  led.off();  
});
```

Level 6 (d)

```
onBoardEvent (▼buttonL, ▼"down", function() {  
  buzzer.frequency(500, 100);  
});  
onBoardEvent (▼buttonR, ▼"down", function() {  
  buzzer.frequency(500, 10000000);  
});
```

Level 6(e)

```
onEvent(▼"button1", ▼"click", function( ) {  
    buzzer.frequency(500, 10000);  
});  
onEvent(▼"button2", ▼"click", function( ) {  
    buzzer.frequency(500, 100);  
});
```

Level 7

```
onBoardEvent(▼toggleSwitch, ▼"open", function( ) {  
    setProperty(▼"emojiIcon", ▼"image", ▼"icon://fa-smile-o");  
});  
onBoardEvent(▼toggleSwitch, ▼"close", function( ) {  
    setProperty(▼"emojiIcon", ▼"image", ▼"icon://fa-meh-o");  
});  
onBoardEvent(▼buttonL, ▼"down", function( ) {  
    setProperty(▼"emojiIcon", ▼"width", ▼100);  
    setProperty(▼"emojiIcon", ▼"width", ▼100);  
});  
onBoardEvent(▼buttonR, ▼"down", function( ) {  
    setProperty(▼"emojiIcon", ▼"width", ▼200);  
    setProperty(▼"emojiIcon", ▼"width", ▼200);  
});
```

Activate Windows

Level 8(a)

```
onBoardEvent(▼buttonL, ▼"down", function( ) {  
    setProperty(▼"emoji", ▼"x", randomNumber(10, 300));  
});  
onBoardEvent(▼buttonR, ▼"down", function( ) {  
    setProperty(▼"emoji", ▼"y", randomNumber(10, 400));  
});
```

Level 8(b)

```
onBoardEvent (▼ toggleSwitch, ▼ "open", function() {  
    setScreen (▼ "dayscreen");  
});  
onBoardEvent (▼ toggleSwitch, ▼ "close", function() {  
    setScreen (▼ "nightscreen");  
});
```

Level 8(c)

```
onBoardEvent (▼ buttonL, ▼ "down", function() {  
    playSpeech ("correct", ▼ "female", ▼ "English");  
});  
  
//2) When you press the right button, the app plays the "  
onBoardEvent (▼ buttonR, ▼ "down", function() {  
    playSpeech ("incorrect", ▼ "male", ▼ "English");  
});
```