

Lesson plan – 8

Level 2

```
onEvent(▼ "startButton", ▼ "click", function() {  
  var name = getText(▼ "nameInput");  
  setText(▼ "nameLabel", name);  
  //1) Update the roomLabel element with what the user typed in  
  var room = getText(▼ "roomInput");  
  setText(▼ "roomLabel", room);  
});
```

Level 3

```
onEvent(▼ "startButton", ▼ "click", function() {  
  //1) Get the value from the dropdown  
  var black = getProperty(▼ "colorDropdown", ▼ "value");  
  setProperty(▼ "homeScreen", ▼ "background-color", ▼ black);  
  
  //2) Update the background color  
  var white = getProperty(▼ "colorDropdown", ▼ "value");  
  setProperty(▼ "homeScreen", ▼ "background-color", ▼ white);  
  var red = getProperty(▼ "colorDropdown", ▼ "value");  
  setProperty(▼ "homeScreen", ▼ "background-color", ▼ red);  
  var blue = getProperty(▼ "colorDropdown", ▼ "value");  
  setProperty(▼ "homeScreen", ▼ "background-color", ▼ blue);  
});
```

Activate Windows

Level 4

```
onEvent(▼ "startButton", ▼ "click", function() {  
  //1) Get the value from the dropdown  
  var black = getProperty(▼ "colorDropdown", ▼ "value");  
  setProperty(▼ "homeScreen", ▼ "background-color", ▼ black);  
  
  //2) Update the background color  
  var white = getProperty(▼ "colorDropdown", ▼ "value");  
  setProperty(▼ "homeScreen", ▼ "background-color", ▼ white);  
  var red = getProperty(▼ "colorDropdown", ▼ "value");  
  setProperty(▼ "homeScreen", ▼ "background-color", ▼ red);  
  var blue = getProperty(▼ "colorDropdown", ▼ "value");  
  setProperty(▼ "homeScreen", ▼ "background-color", ▼ blue);  
});
```

Activate Window

Level 5

```
onEvent(▼ "updateButton", ▼ "click", function() {  
  //2) Update the height of the image on the screen  
  //1) Get the value from the slider and store it in a variable  
  var widthValue = getProperty(▼ "widthSlider", ▼ "value");  
  setProperty(▼ "emoji", ▼ "width", ▼ widthValue);  
  
  var heightValue = getProperty(▼ "heightSlider", ▼ "value");  
  setProperty(▼ "emoji", ▼ "height", ▼ heightValue);  
});
```

Level 6

```

onEvent(▼ "updateButton", ▼ "click", function() {
    //2) Update the height of the image on the screen
    //1) Get the value from the slider and store it in a variable
    var widthValue = getProperty(▼ "widthSlider", ▼ "value");
    setProperty(▼ "emoji", ▼ "width", ▼ widthValue);

    var heightValue = getProperty(▼ "heightSlider", ▼ "value");
    setProperty(▼ "emoji", ▼ "height", ▼ heightValue);
});

```

Level 7

```

onEvent(▼ "updateButton", ▼ "click", function() {
    var widthValue = getProperty(▼ "widthSlider", ▼ "value");
    setProperty(▼ "emoji", ▼ "width", ▼ widthValue);
    var heightValue = getProperty(▼ "heightSlider", ▼ "value");
    setProperty(▼ "emoji", ▼ "height", ▼ heightValue);
});

onEvent(▼ "widthSlider", ▼ "input", function() {
    var widthValue = getProperty(▼ "widthSlider", ▼ "value");
    setProperty(▼ "emoji", ▼ "width", ▼ widthValue);
});

onEvent(▼ "heightSlider", ▼ "input", function() {
    var heightValue = getProperty(▼ "heightSlider", ▼ "value");
    setProperty(▼ "emoji", ▼ "height", ▼ heightValue);
});

```

Activate Windows

Level 8(a)

```

onEvent(▼ "createButton", ▼ "click", function() {
    //1) Get the values from the dropdowns and store it in two variables
    var background = getProperty(▼ "backgroundDropdown", ▼ "value");
    var pet = getProperty(▼ "petDropdown", ▼ "value");

    //2) Update the images on the screen
    setProperty(▼ "backgroundImage", ▼ "image", ▼ background);
    setProperty(▼ "petImage", ▼ "image", ▼ pet);
});

```

Level 8(b)

```
//1) Get the values from the text inputs and store it in three variables
var Rname = getProperty(▼ "restaurantInput", ▼ "value");
var Sname = getProperty(▼ "specialInput", ▼ "value");
var price = getProperty(▼ "priceInput", ▼ "value");

//2) Update the label elements on the screen
setProperty(▼ "restaurantLabel", ▼ "text", ▼ Rname);
setProperty(▼ "specialLabel", ▼ "text", ▼ Sname);
setProperty(▼ "priceLabel", ▼ "text", ▼ price);
}
```

Level 8(c)

```
onEvent(▼ "linkButton", ▼ "click", function() {
    open("https://native-land.ca/");
});

onEvent(▼ "xSlider", ▼ "input", function() {
    var xValue = getProperty(▼ "xSlider", ▼ "value");
    setProperty(▼ "pointer", ▼ "x", ▼ xValue);
});

onEvent(▼ "ySlider", ▼ "input", function() {
    var yValue = getProperty(▼ "ySlider", ▼ "value");
    setProperty(▼ "pointer", ▼ "y", ▼ yValue);
});
```

Level 8(d)

//1) Screen 1 Bugs

```
onEvent(▼"trial1CheckButton", ▼"click", function(●) {  
  var trial1Answer = getProperty(▼"trial1Dropdown", ▼"value");  
  if (trial1Answer == "Mountain Ibex") {  
    setScreen(▼"trial2");  
  }  
  if (trial1Answer != "Mountain Ibex") {  
    setText(▼"trial1Result", "Try Again!");  
  }  
});
```

//2) Screen 2 Bugs

```
onEvent(▼"trial2CheckButton", ▼"click", function(●) {  
  var trial2Answer = getProperty(▼"trial2Slider", ▼"value");  
  if (trial2Answer == 35) {  
    setScreen(▼"trial3");  
  }  
  if (trial2Answer != 35) {  
    setText(▼"trial2Result", "Try Again!");  
  }  
});
```

//3) Screen 3 Bugs

```
onEvent(▼"trial3CheckButton", ▼"click", function(●) {  
  var trial3Answer = getText(▼"trial3Input");  
  if (trial3Answer == "Open Sesame") {  
    setScreen(▼"finalScreen");  
  }  
  if (trial3Answer != "Open Sesame") {  
    setText(▼"trial3Result", "Try Again!");  
  }  
});
```

//There are no bugs in the code below

//You do not need to check here to complete this level

```
onEvent(▼"trial2Slider", ▼"input", function(●) {  
  var trial2Number = getProperty(▼"trial2Slider", ▼"value");  
  setText(▼"trial2SliderLabel", trial2Number);  
});
```

Level 9

```
onEvent(▼"previewButton", ▼"click", function() {  
  //1) Get the value from the text input, dropdown, and slider and store i  
  var color = getProperty(▼"bgDropdown", ▼"value");  
  setProperty(▼"previewLabel", ▼"background-color", ▼color);  
  var size = getProperty(▼"sizeSlider", ▼"value");  
  setProperty(▼"previewLabel", ▼"font-size", ▼size);  
  //2) Update the text and properties of the previewLabel element  
  var name = getProperty(▼"nameInput", ▼"text");  
  setProperty(▼"previewLabel", ▼"text", ▼name);  
});
```

Level 10(a)

```
onEvent(▼"excitementSlider", ▼"input", function() {  
  var ExcImage = getProperty(▼"excitementSlider", ▼"value");  
  if (ExcImage == 1) {  
    setProperty(▼"excitementImage", ▼"image", ▼"image://excitement1.png");  
  }  
  if (ExcImage == 2) {  
    setProperty(▼"excitementImage", ▼"image", ▼"image://excitement2.png");  
  }  
  if (ExcImage == 3) {  
    setProperty(▼"excitementImage", ▼"image", ▼"image://excitement3.png");  
  }  
  if (ExcImage == 4) {  
    setProperty(▼"excitementImage", ▼"image", ▼"image://excitement4.png");  
  }  
  if (ExcImage == 5) {  
    setProperty(▼"excitementImage", ▼"image", ▼"image://excitement5.png");  
  }  
});
```

Level 10(b)

```
onEvent(▼"redSlider", ▼"input", function(●) {  
  var red = getProperty(▼"redSlider", ▼"value");  
  setProperty(▼"screen1", ▼"background-color", rgb(red, 0, 75, 0.5) ←);  
});  
  
onEvent(▼"greenSlider", ▼"input", function(●) {  
  var green = getProperty(▼"greenSlider", ▼"value");  
  setProperty(▼"screen1", ▼"background-color", rgb(250, green, 75, 0.5) ←);  
});  
  
onEvent(▼"blueSlider", ▼"input", function(●) {  
  var blue = getProperty(▼"blueSlider", ▼"value");  
  setProperty(▼"screen1", ▼"background-color", rgb(250, 0, blue, 0.5) ←);  
});
```