

COMPUTER PROJECT 1 PROJECT 3

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USED TECHNOLOGIES

- Cross-Platform Application
- Ionic
- Cordova
 - TypeScript
 - HTML/CSS

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SEQUENCING

- **Aim:** To teach sequencing
- **Use:** Add commands to command list
- **Function:** Gets executed in order

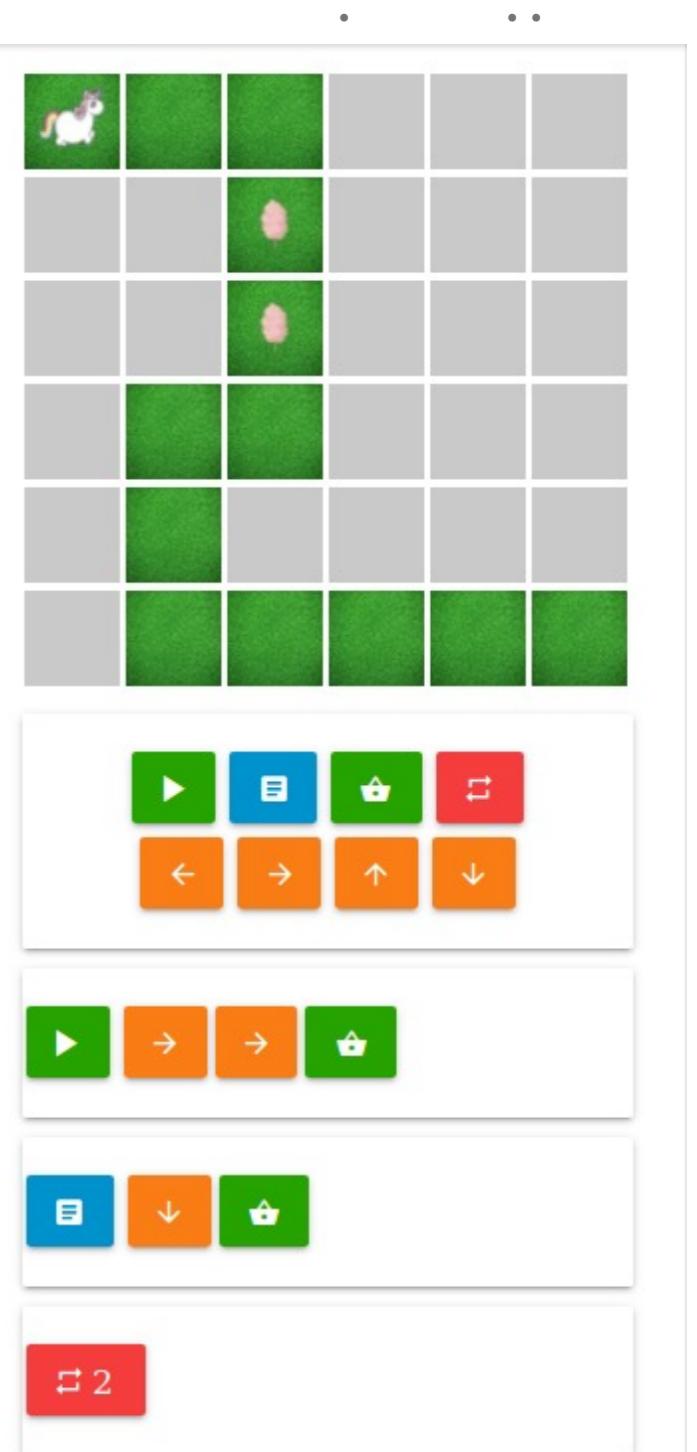


Commands

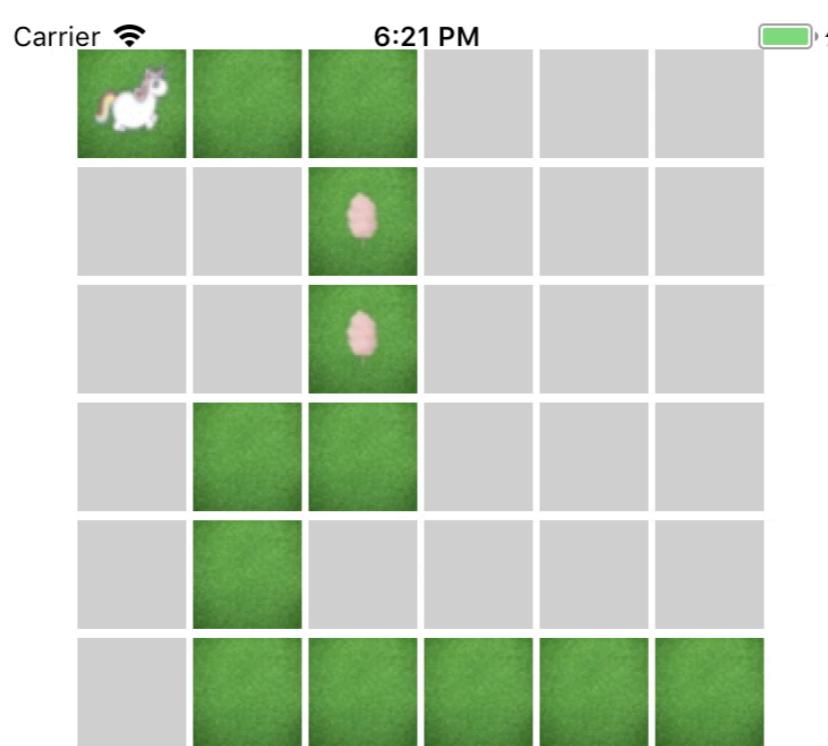
Collect Candy



Run



SEQUENCING EXAMPLE

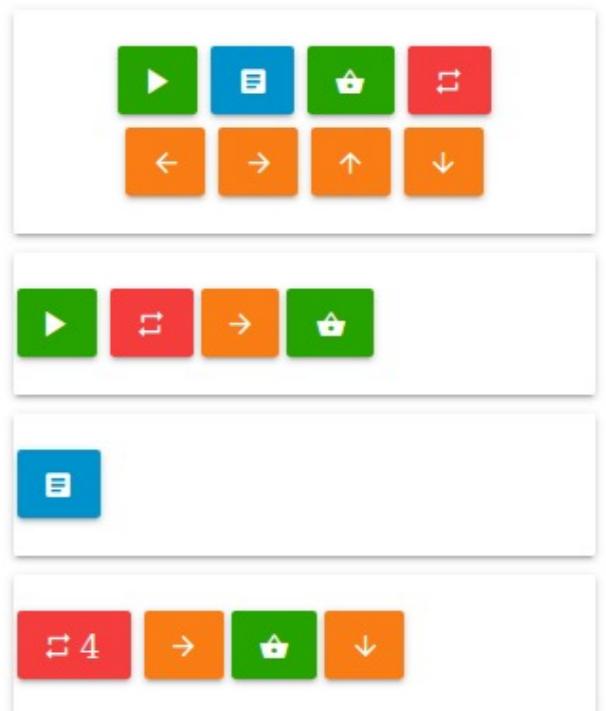
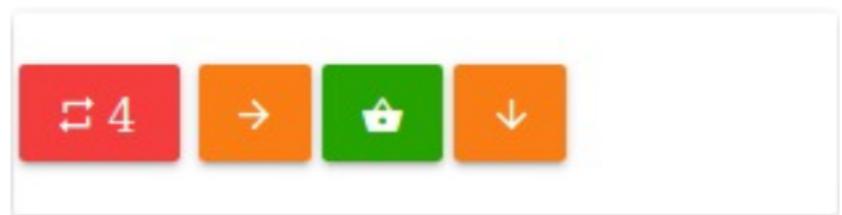
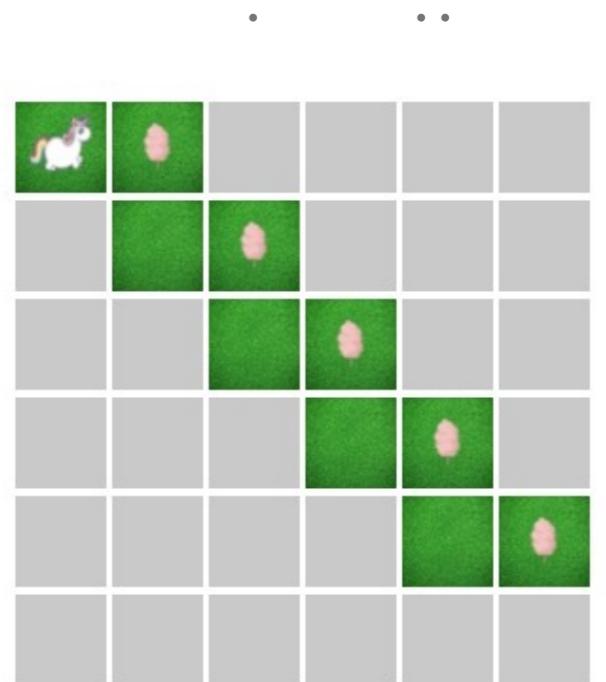


A Scratch script editor showing a sequence of blocks:

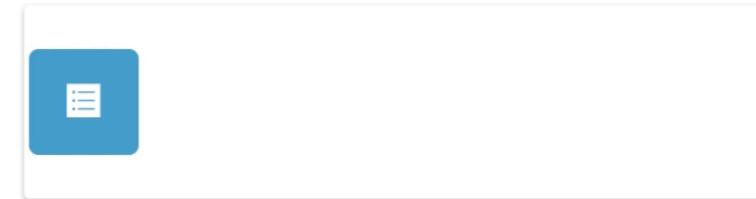
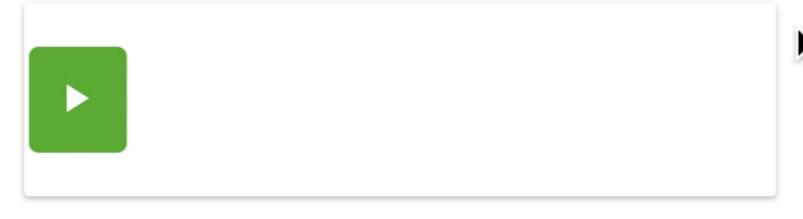
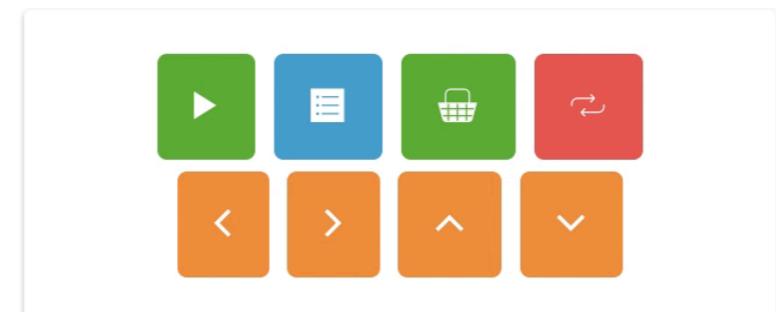
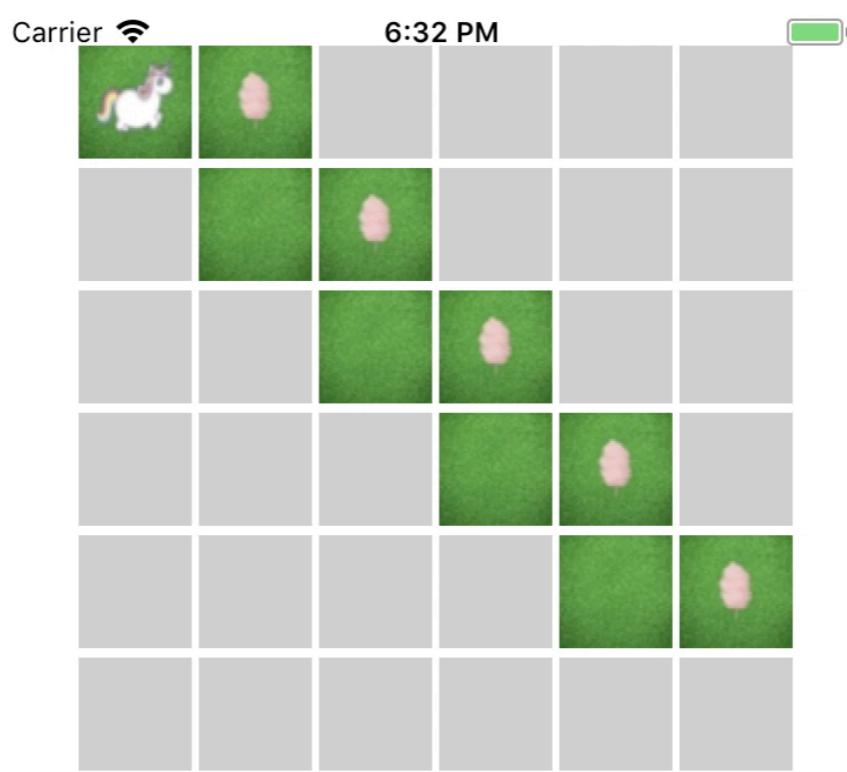
- Row 1: Green play button, blue list button, green basket button, red repeat button.
- Row 2: Orange less than button, orange greater than button (highlighted with a cursor), orange up arrow button, orange down arrow button.
- Row 3: Green play button.
- Row 4: Blue list button.

ITERATION

- **Aim:** To teach iteration logic
- **Use:** Add commands to loop list
- **Function :** Change the number of iterations
Can be called from other lists

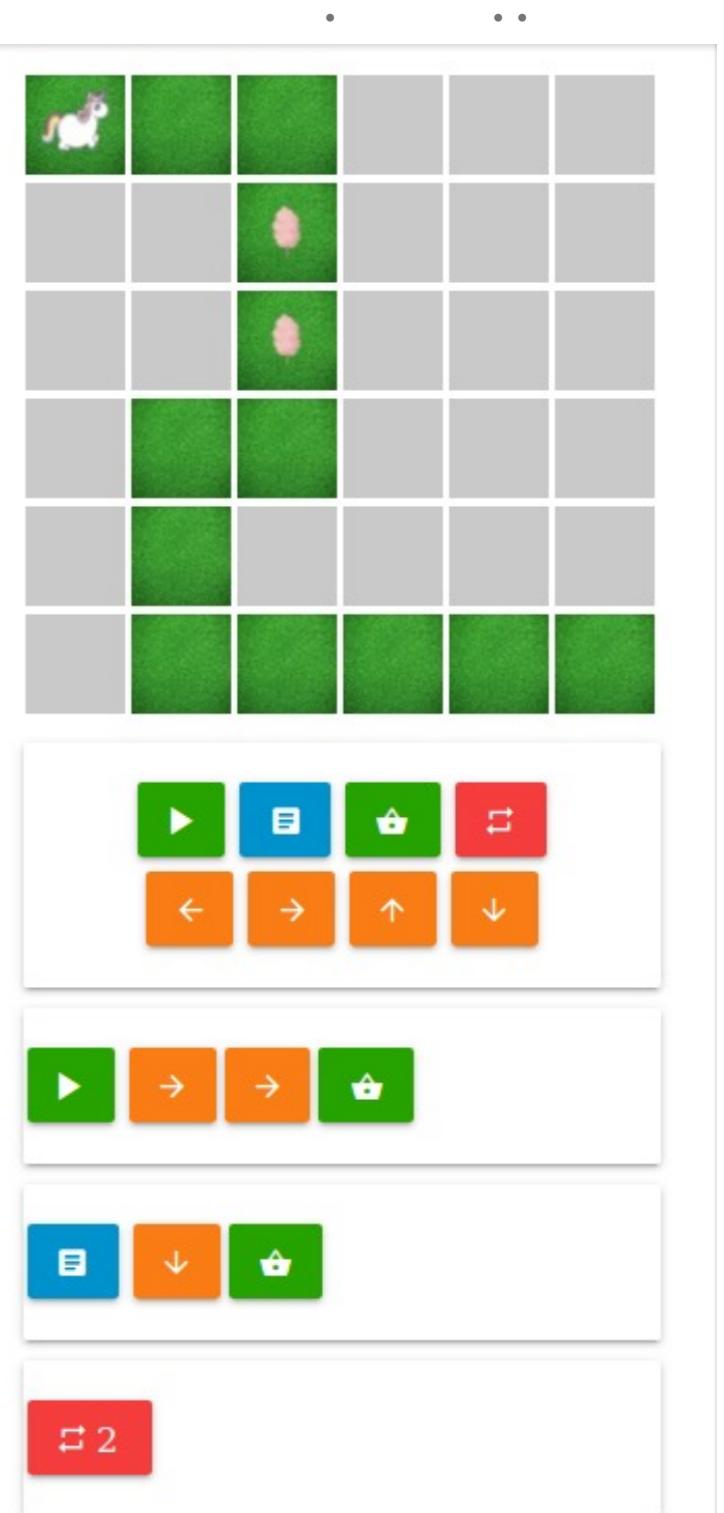


ITERATION EXAMPLE

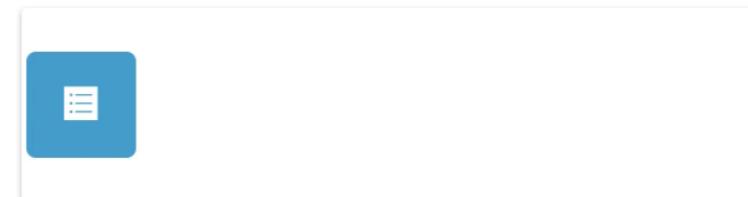
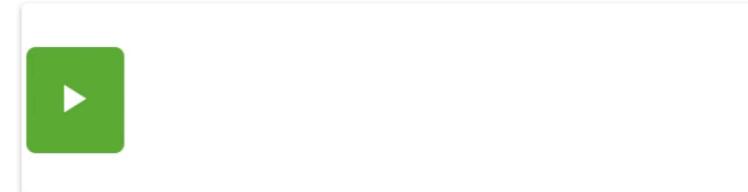
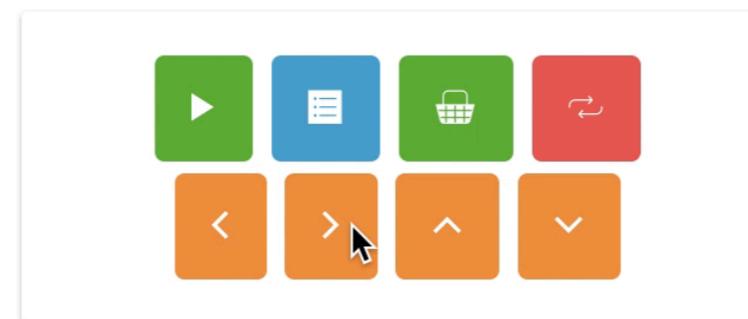
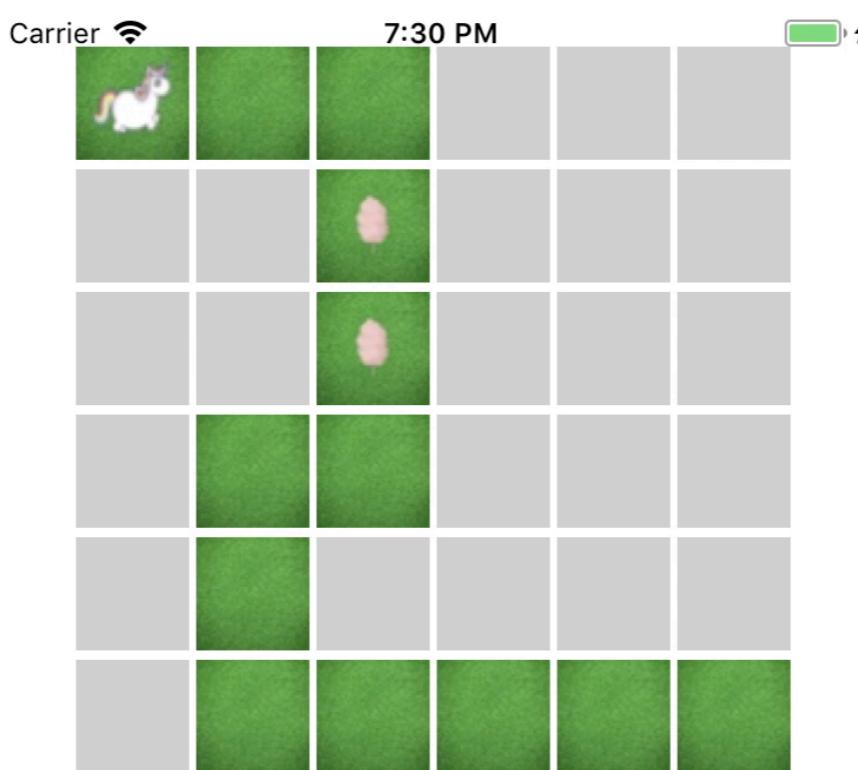


FUNCTION

- **Aim:** To teach iteration logic
- **Use:** Add commands to function list
- **Function :** Can be called from other lists

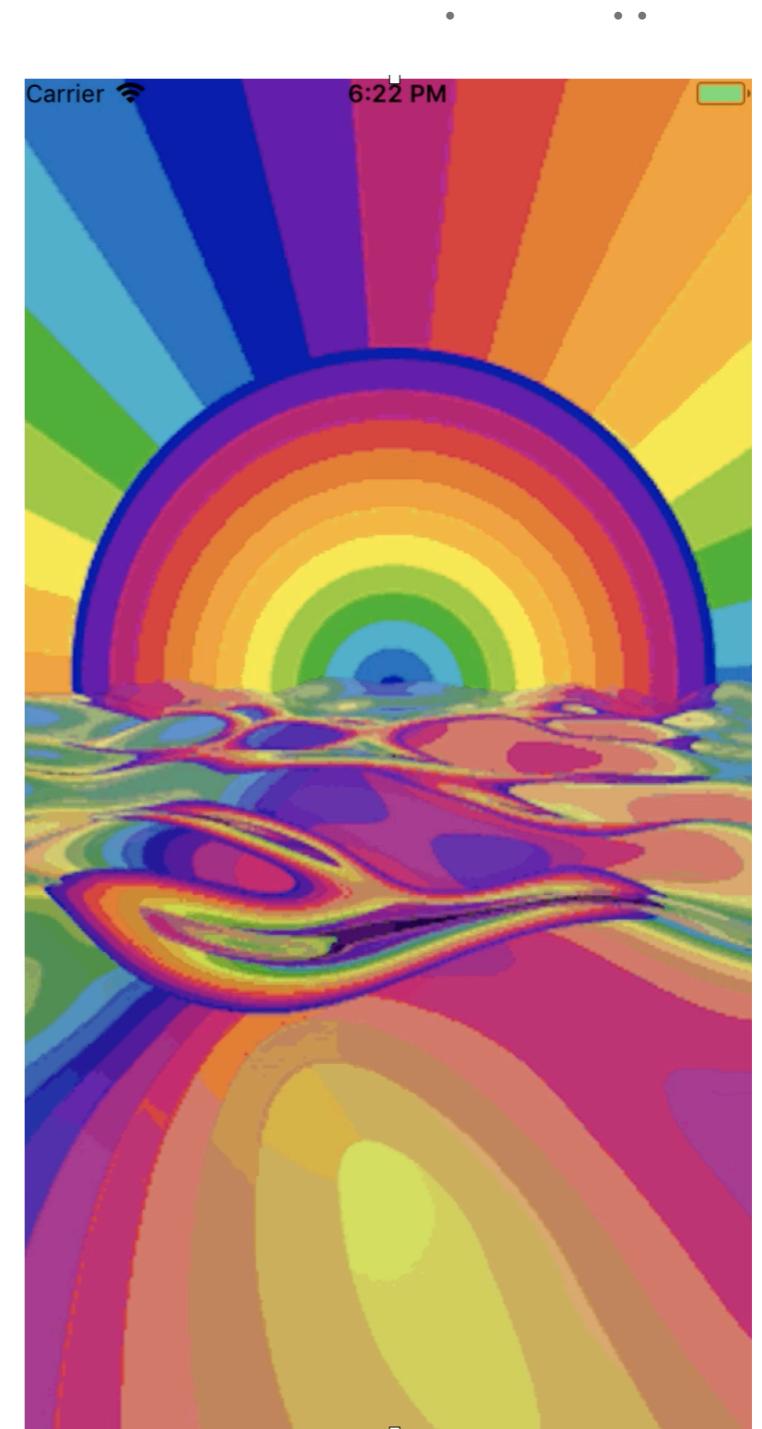


FUNCTION + ITERATION EXAMPLE



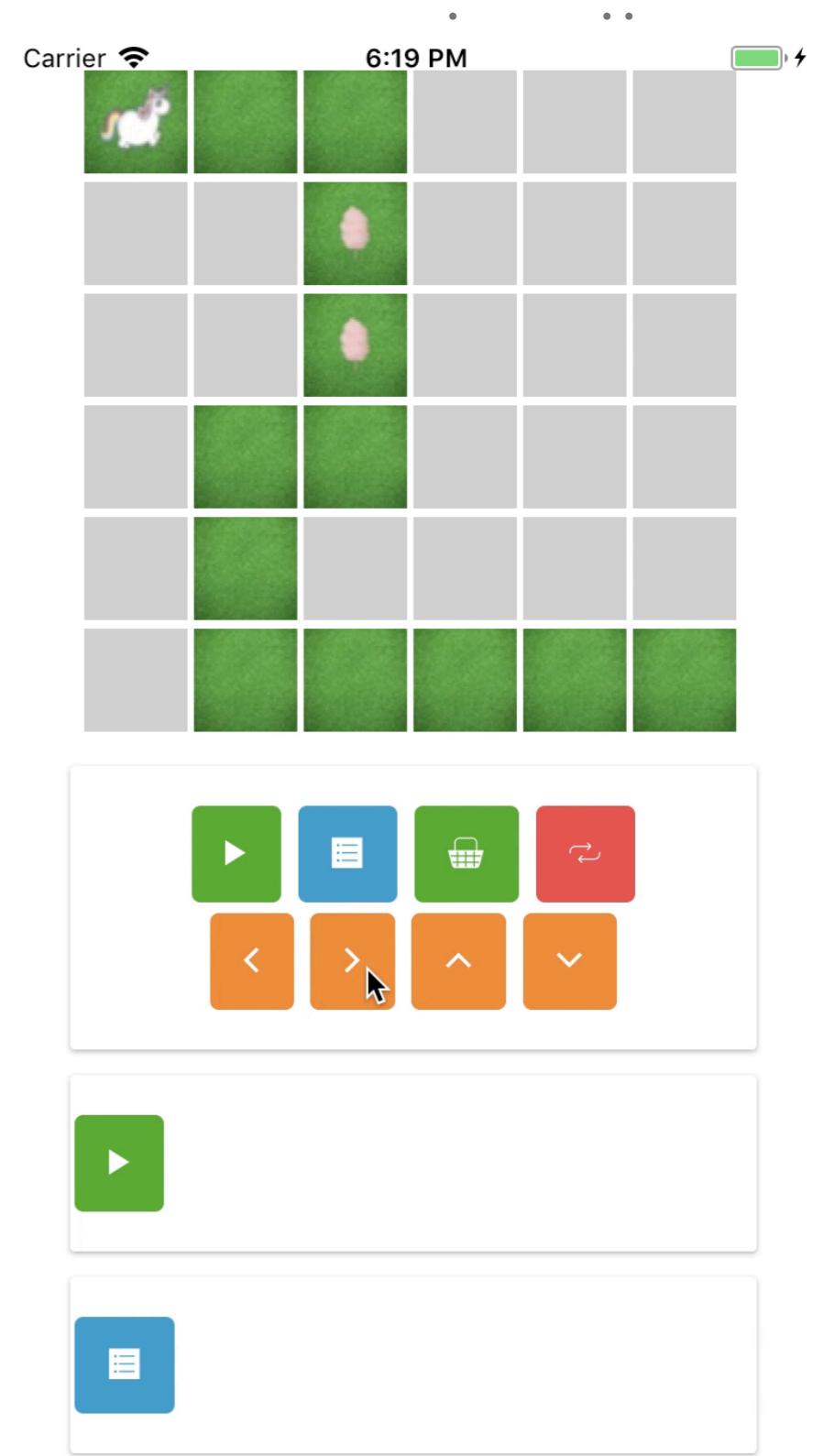
SUCCESS

- If the unicorn eats all of the cotton candies
 - Success screen
 - Next Level starts



FAILURE

- Failed
 - Failure screen
 - Failed level starts again





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