

## INSTRUCTIONS:

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### Goal of the Project:

In Class 7 you learned to use the `setAnimation()` function to set an image for a sprite.

In this project, you will have to practice and apply what you have learnt in the class and apply the images of the vegetables.

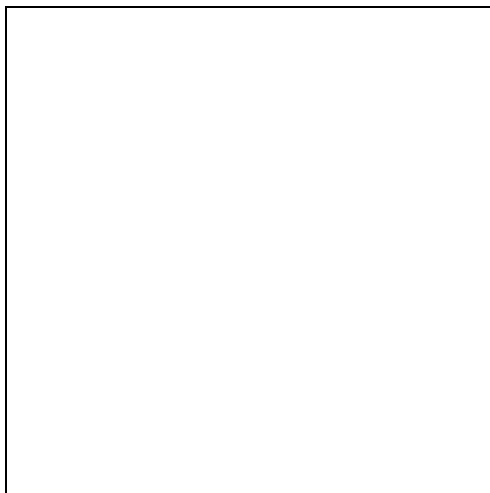
**\*\* This is a continuation of Project 5. So make sure to complete that project before you attempt this one. \*\***

### Story:

Richard is a hardworking and dedicated farmer. He is always experimenting with new farming methods and now he wants to grow new crops on his farm.

Help Richard plan which plants to grow in which row. Here is what the scientist from the Agriculture Institute in his country has told him.

- Tomatoes should not be planted next to Carrots.
- Brinjals should not be planted next to Onions.
- Carrots should not be planted next to Onions.
- Tomatoes should not be planted next to Brinjals.
- Capsicums can be grown next to any other plant.



**\*This is just for your reference. We expect you to apply your own creativity in the project.**

**Getting Started:**

1. Login to code.org
2. Click on the following link: [Project Template](#)
3. Click on "View Code".
4. Click on "Remix".
5. Rename the project to **Project 7** and click on **Save**.

**Specific Tasks to complete the Project:**

1. When you start the project, you would be presented with an empty screen.
2. Set the background color to brown.
3. You have to grow rows of vegetables for Richard.
4. Create 5 rows of different vegetables and there should be one type of vegetable per row.
5. Create the rows according to the rules below:
  - Tomatoes should not be planted next to Carrots.
  - Brinjals should not be planted next to Onions.
  - Onions should not be planted next to Carrots.
  - Tomatoes should not be planted next to Brinjals.
6. Use the images from the animation tab to put the vegetable in its correct row.
7. Click on "**Run**" once to check if the code is working.

\*Refer to the images given above for reference.

**Submitting the Project:**

1. SAVE all the changes made to the project.
2. Click the "**SHARE**" button to generate a shareable link.
3. Copy this link and submit it in the Student Dashboard Projects panel against the correct class number.

**Hints:**

1. Use the setAnimation() code to assign an image to a sprite.

```
a.setAnimation("carrot");
```

**REMEMBER...** Try your best, that's more important than being correct.

After submitting your project your teacher will send you feedback on your work.

PROFESSIONAL

## VEGETABLE GARDEN - 2



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