**1.2.2**

**Procedure Questions**

6. a. The text value is 14

b. Color Left: Value= Red Meaning= the closer to the left the slider is, the more red it will be. Color Right: Value= Black Meaning= the closer the slider is to the right, the more black it will appear. Max Value: Value= 255 meaning: the largest the color can be is 255. Min Value: Value= 0 Meaning= the smallest the color can become. Thumb Position: Value= Where the slider is. Visible: Value= Location of the slider Meaning= the visibility of the color. Width: Value= Location of slider Meaning= The width of the color

8. a. Color and Variables

b. Initialize global name to

c. Allows you to create variables that are only accessible in the do part of this block

d. The get block

e. The join block

g. I think they are variables for the 3 main colors that I am putting in

i. I think this function is to when the red slider is changed by the thumb position, then the color will change to that position.

**Conclusion Questions**

1. It is similar to Scratch because it uses the same puzzle piece style blocks to put together a program. It doesn’t show the whole layout and properties of the blocks. It is only shown through using more blocks in Scratch.
2. If the average person is able to create mobile programs, endless possibilities are created by more people having access to programming. More people, more programs. More programs, more complex programs. When more complex programs are created, society moves further into the future and more advanced software and more inventions are created.

