A1: Pat the Kitty

Download the files you need

From our Google Classroom download meow.mp3 and kitty.jpg. Pay attention to where you save them.

Logon to code.org

- You may need to make a new account, please use your Peel Google account. (student number@pdsb.net).
- Go to: https://studio.code.org/projects#/
- Choose AppLab.

Project Names

Start by renaming your project:

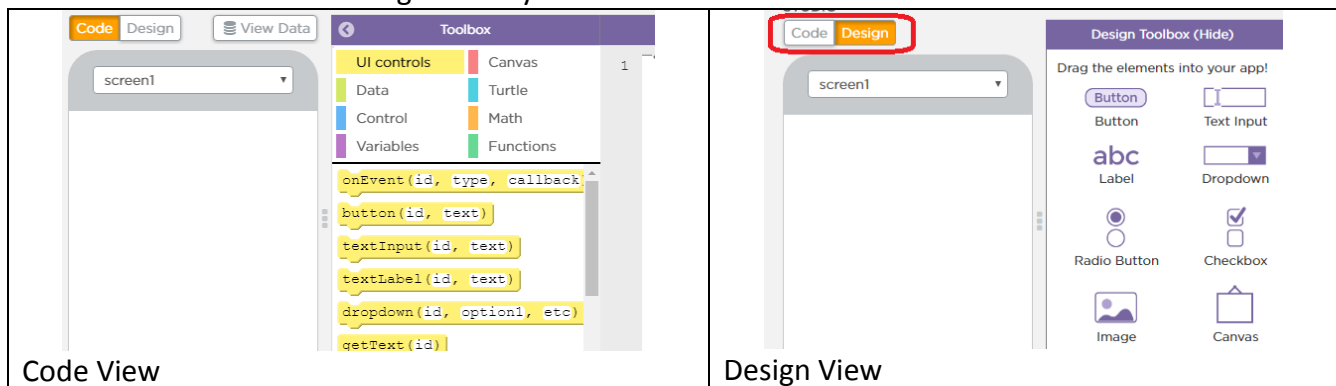

Name it: PatTheKitty

- no spaces in the name
- use "camel-case" letters. Make the first letter in each word into a capital.
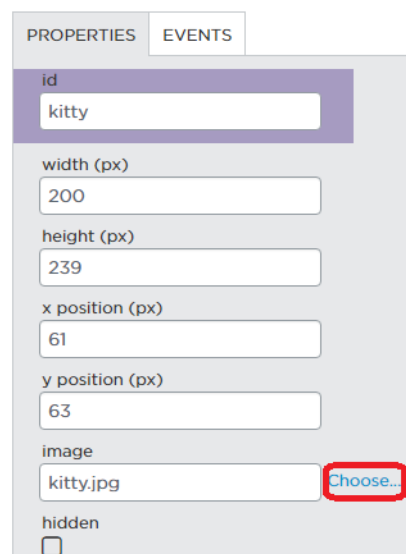

Design in design mode

Switch from code view to design view by click on the button.

Code View

Design View

Drag an image onto the screen.

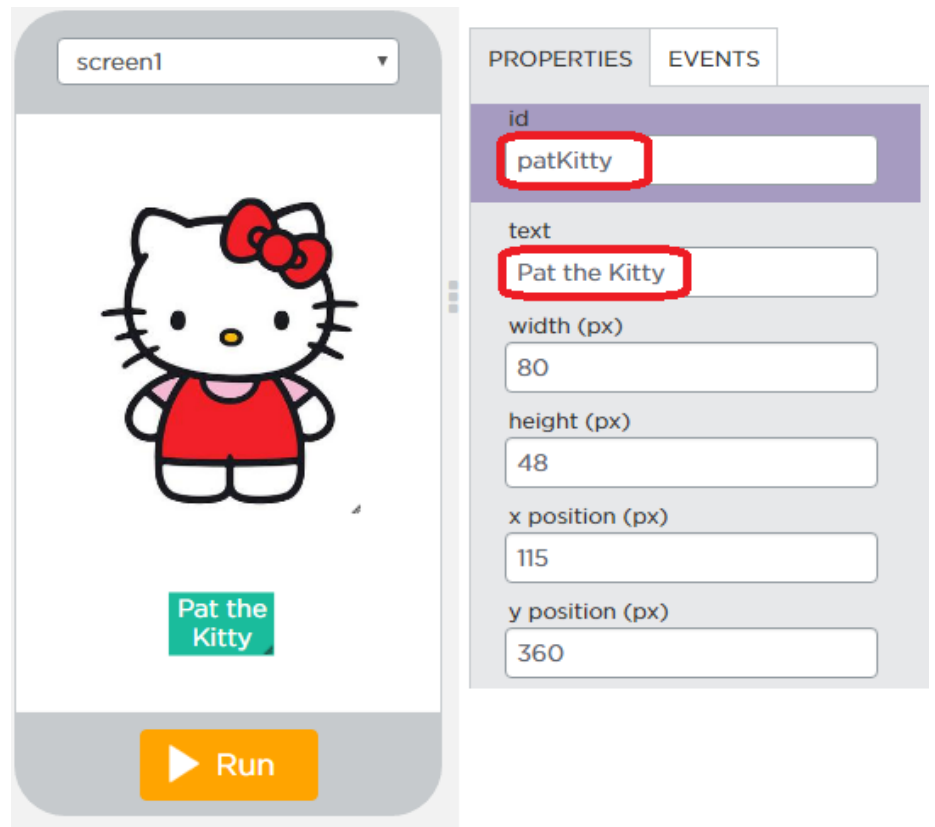Change the properties of the image to be like this:

- Click on "Choose...". Upload kitty.jpg from wherever you saved it.
- Change the id to "kitty"
- Fiddle with the x and y position until you are happy with how it is centered on the screen.
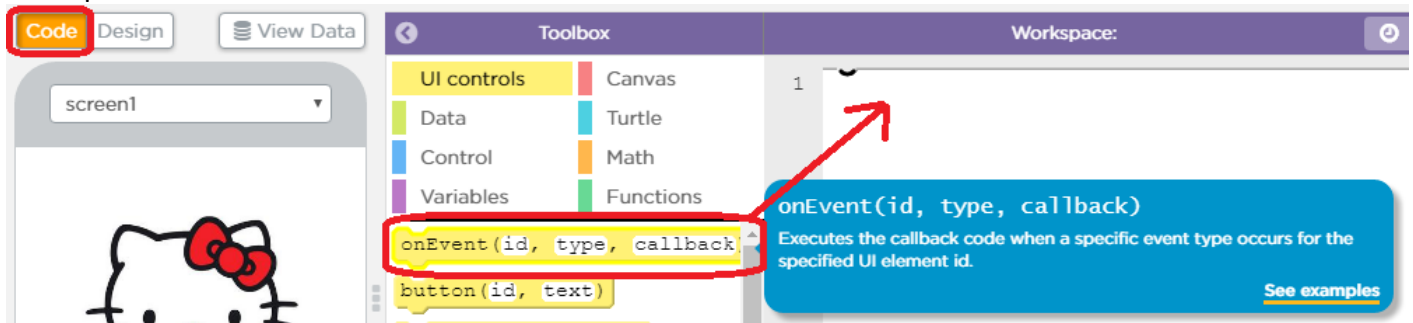
Drag a button onto the screen.

Change its properties until it says "Pat the Kitty" and has a large font and is nicely centered.
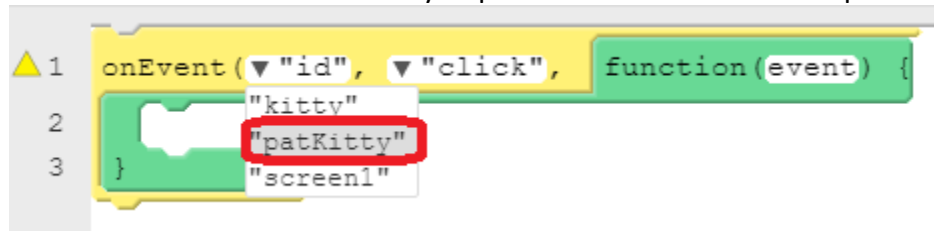
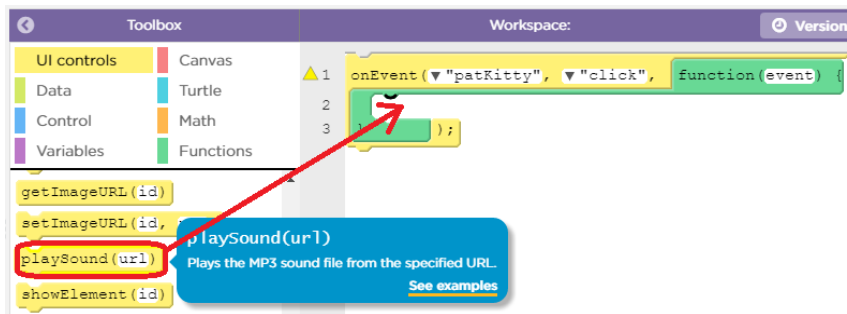The screen will look something like the one on the right.

screen1 ▼

PROPERTIES   EVENTS

id
patKitty

text
Pat the Kitty

width (px)
80

height (px)
48

x position (px)
115

y position (px)
360

Pat the Kitty

▶ Run

Switch to code view by clicking on the button. Then select the onEvent piece and drag it onto the workspace.

Code Design   View Data
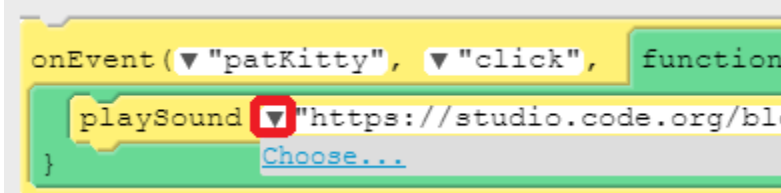
screen1 ▼

Toolbox

UI controls   Canvas
Data   Turtle
Control   Math
Variables   Functions

onEvent(id, type, callback)
button(id, text)

Workspace:

1

onEvent(id, type, callback)
Executes the callback code when a specific event type occurs for the specified UI element id.

See examples

Select the name of the button – which was the id you picked earlier. It should be "patKitty".

⚠ 1   onEvent(▼ "id", ▼ "click", function(event) {
2   "kitty"
3   }   "patKitty"
        "screen1"

Scroll down for a bit in the commands until you get to playSound. Drag it INSIDE your other block.

Pull down the little arrow and select the meow.mp3 from wherever you saved it earlier.

Now your app is done.

Click Run at the bottom of the app. If you press the "Pat the Kitty" button, it will meow.

If you click the Share button at the top of the screen, it allows you to run your app on a cell phone or on another computer.

Show Ms. Gorski when you are done and she will check you off as complete. Also, mark it down on your mark record sheet.