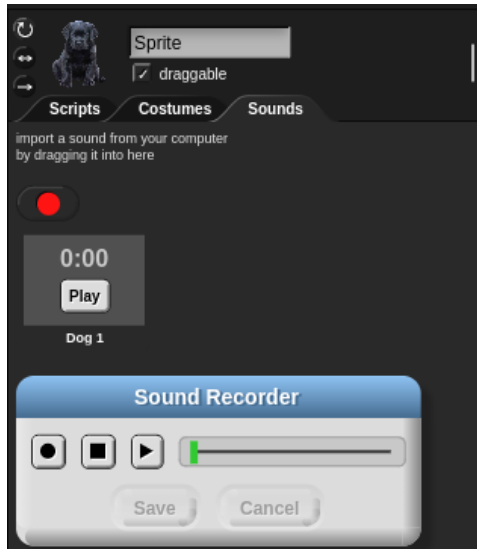


# Snap! Sequence and sounds

COR100 Snap! Programming Fall 2022



## Sequences

- The word *sequence* comes from the Latin word *sequi*, "to follow".
- Computers require *exact* sequences of steps or statements to work - like a *to do* list:
  1. Rise and wake puppy.
  2. Feed puppy.
  3. Walk puppy.
- *Deviations* from the prescribed sequence lead to errors.
- The worst errors are those that remain *undiscovered*: the script will run but it won't do what we expect it to do, and *debugging* is hard.
- A script like [2](#) below represents a series of steps.

## Practice - Sequences

1. Define a new project "Sequence" and build this script in your Snap! dashboard. You can pick a non-standard sprite if you like.

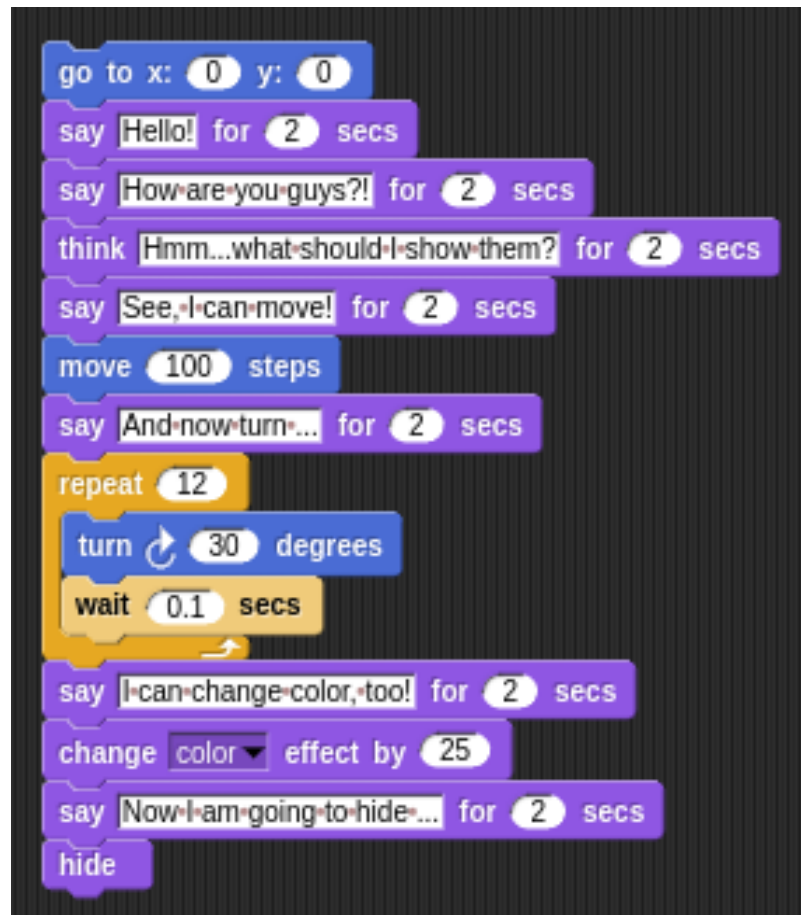


Figure 2: sample Snap! script (Source: Joshi)

2. When you try to run the script a second time, nothing happens. What could you do to re-run it properly? -  
*Tip: check "Looks" commands.*

Add the `Looks::show` command at the top.

3. [This is how the result should look like \(video\).](#)



Figure 3: screenshot - sample Snap! script (Source: Joshi)

4. Make the change and re-run the script.
5. Save the [Sequence](#) project to the cloud and find it in **My Projects**.

## Sounds

- Every sprite has a Sounds tab
- You can *import* an existing sound from the Snap! library (Sounds option in the main menu), or you can *upload* your own sound (mp3).



Figure 4: dog sprite with library barking sound

- The `play sound ... until done` command moves to the next statement only if the sound file has been played.



Figure 5: Play sound ... until done

- The `play sound...` command starts playing the sound file and moves immediately on to the next statement.



Figure 6: Play sound ...

- You can stop all sounds with the `stop all sounds` command.



Figure 7: Play sound ...

- [ ]

What does this script sound like?

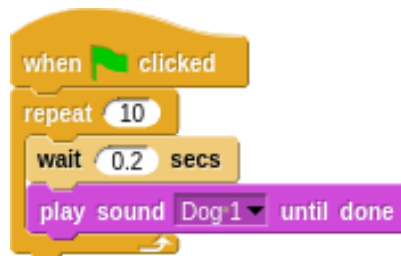


Figure 8: Script with sounds

- [ ]

What does this script sound like?



Figure 9: Script with sounds

## Practice - Sounds

1. Define a new project "SoundCheck".
2. Pick a costume and a suitable sound.
3. Write a script that produces 5 consecutive sounds **without loop**.
4. Duplicate the script and add a repeat loop with only one sound command
5. Save the project to your My Projects list

[Practice solution - soundcheck](#)

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