

Topic	JOURNEY TO MARS		
Class Description	<p><b>The student will learn about the journey to Mars and develop their first mobile application that performs mathematical calculations regarding the journey.</b></p>		
Class	<b>ADV-C4</b>		
Class time	<b>55 mins</b>		
Goal	<ul style="list-style-type: none"> <li>● Learn and apply the concept of App Design.</li> <li>● Create an app to convert the space journey time from months into hours.</li> </ul>		
Resources Required	<ul style="list-style-type: none"> <li>● Teacher Resources: <ul style="list-style-type: none"> <li>○ Code.org Login.</li> <li>○ Earphones with Mic.</li> <li>○ Notepad and Pen.</li> <li>○ <b>Screen Recorder as per Teacher Reference Activity 1( Option2 Recommended).</b></li> </ul> </li> <li>● Student Resources: <ul style="list-style-type: none"> <li>○ Code.org Login.</li> <li>○ Earphones with Mic (Optional).</li> <li>○ Notepad and Pen.</li> </ul> </li> </ul>		
Class structure	<b>Warm-Up</b> <b>Teacher-Led Activity</b> <b>Student-Led Activity</b> <b>Wrap Up &amp; Fun with Tech</b> <b>Project cues and pointers</b>		<b>8 mins</b> <b>12 mins</b> <b>22 mins</b> <b>8 mins</b> <b>5 mins</b>
<b>WARM-UP SESSION - 8 mins</b>			
<div style="display: flex; align-items: center;">  <span style="margin-left: 10px;"> <b>Teacher starts slideshow</b> from slides 1 to 15.            Refer to speaker notes and follow the instructions on each slide.         </span> </div>			

**TEACHER ACTIVITY**  - 12 mins

**Teacher Initiates Screen Share**
**Say**

**Do**


Now, I am going to show you how to build the app and you will have to follow the same four steps to build the app.

I am also going to show you how to record a video of your PC screen while coding.

Okay, watch closely and if you have any questions please ask.

Let's first open the screen recorder.

The teacher is expected to download and install the screen recorder before class.

[Teacher Reference Activity](#)  
[1-CREATE YOUTUBE CHANNEL](#)

**Option 2 Recommended**

**Teacher Initiates Screen Recording**

Great! Now, the recorder is ON, let's start coding.

Let's follow the 4 Steps for App Development.

**Step 1: Define a Purpose.**

In this step, we specify what we want the app to do.

I would like the software to convert the months of space travel time into hours.

### Step 2: Design the App

In this step, we specify the design components we want in our app.

The design components we are going to use are **labels**, **buttons**, and a **text input box**.

So, let's go to **design mode** first to design our app.

So, this is the screen of our app.

**Labels** are text sentences that you display in your app for others to see and read.

So, let's set this label to:

**'Enter number of months:'**

Explain these steps to the student while you do these steps

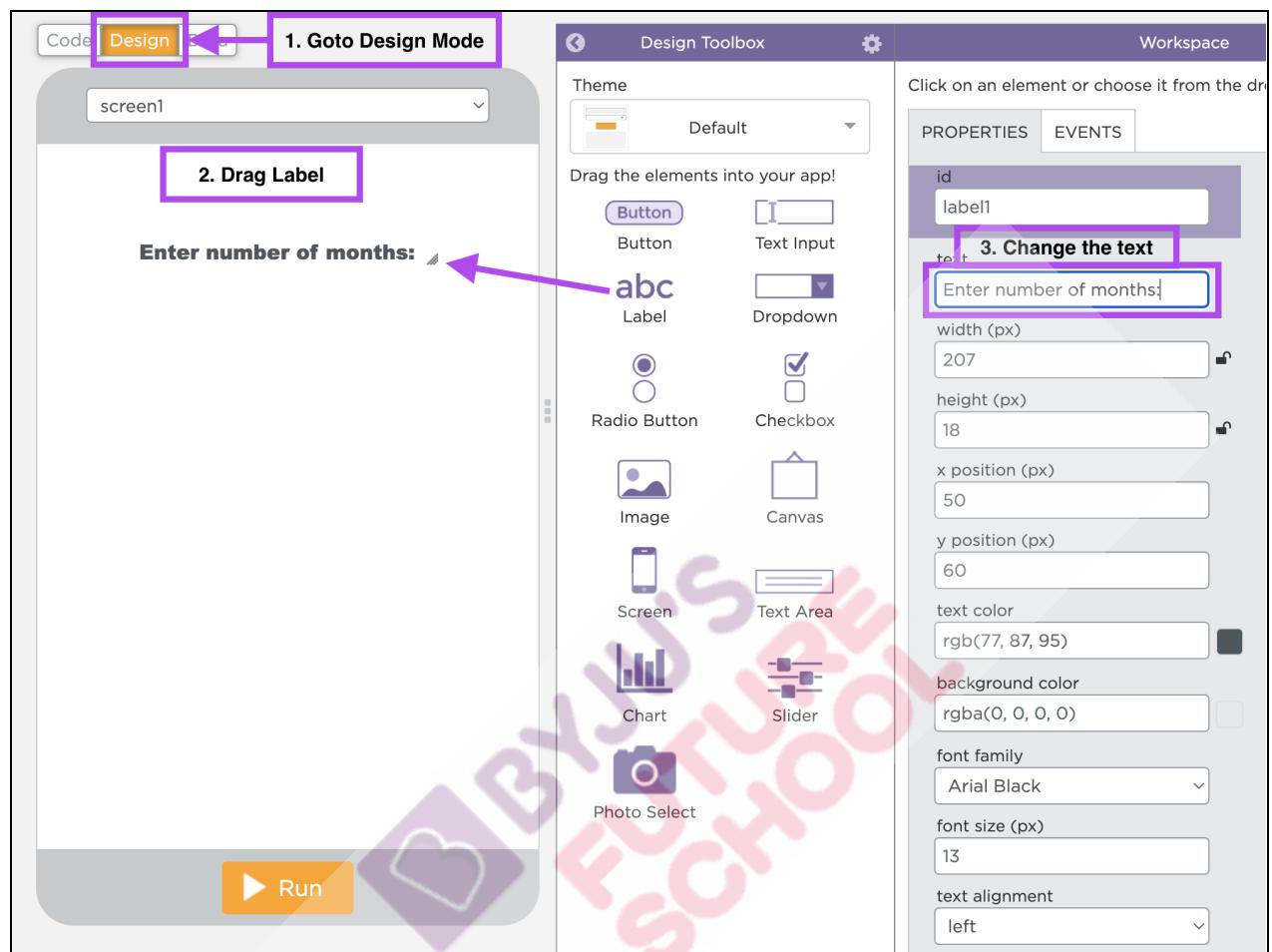
[Teacher Activity 1-APP LAB](#)

1. Go to Design Mode.

2. Drag a **Label**.

3. Change the text to:

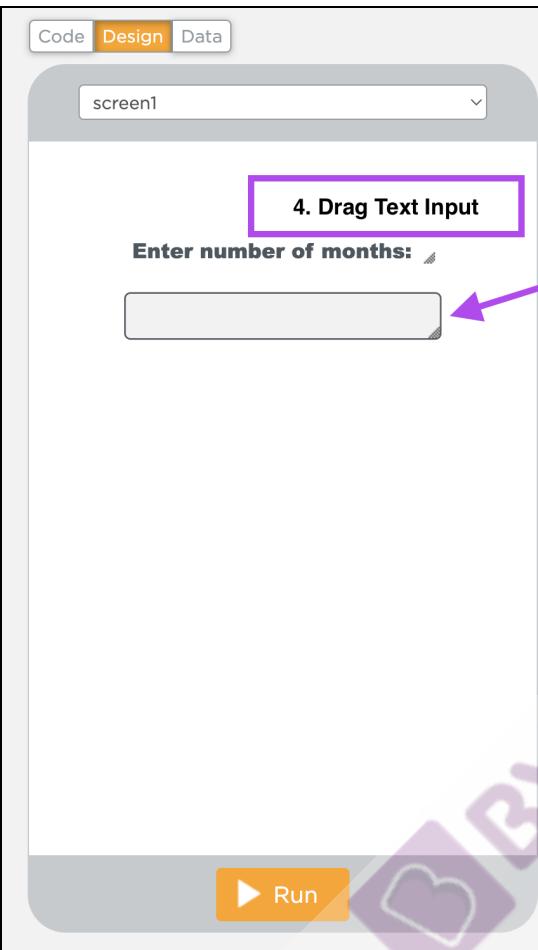
**'Enter number of months:'**



As you can see, we are changing the text and it is appearing on the screen.

Now, we need an **input box** so that users can enter the space journey time in months into the input box.

**4. Drag the Text Input box and place it under the text on the screen.**



**4. Drag Text Input**

Design Toolbox

Theme: Default

Drag the elements into your app!

Button	Text Input
Label	Dropdown
Radio Button	Checkbox
Image	Canvas
Screen	Text Area
Chart	Slider
Photo Select	

Workspace

Click on an element or choose it from the design toolbox.

PROPERTIES EVENTS

**id:** text\_input1

placeholder:

width (px): 200

height (px): 30

x position (px): 60

y position (px): 95

text color: rgb(77, 87, 95)

background color: rgb(242, 242, 242)

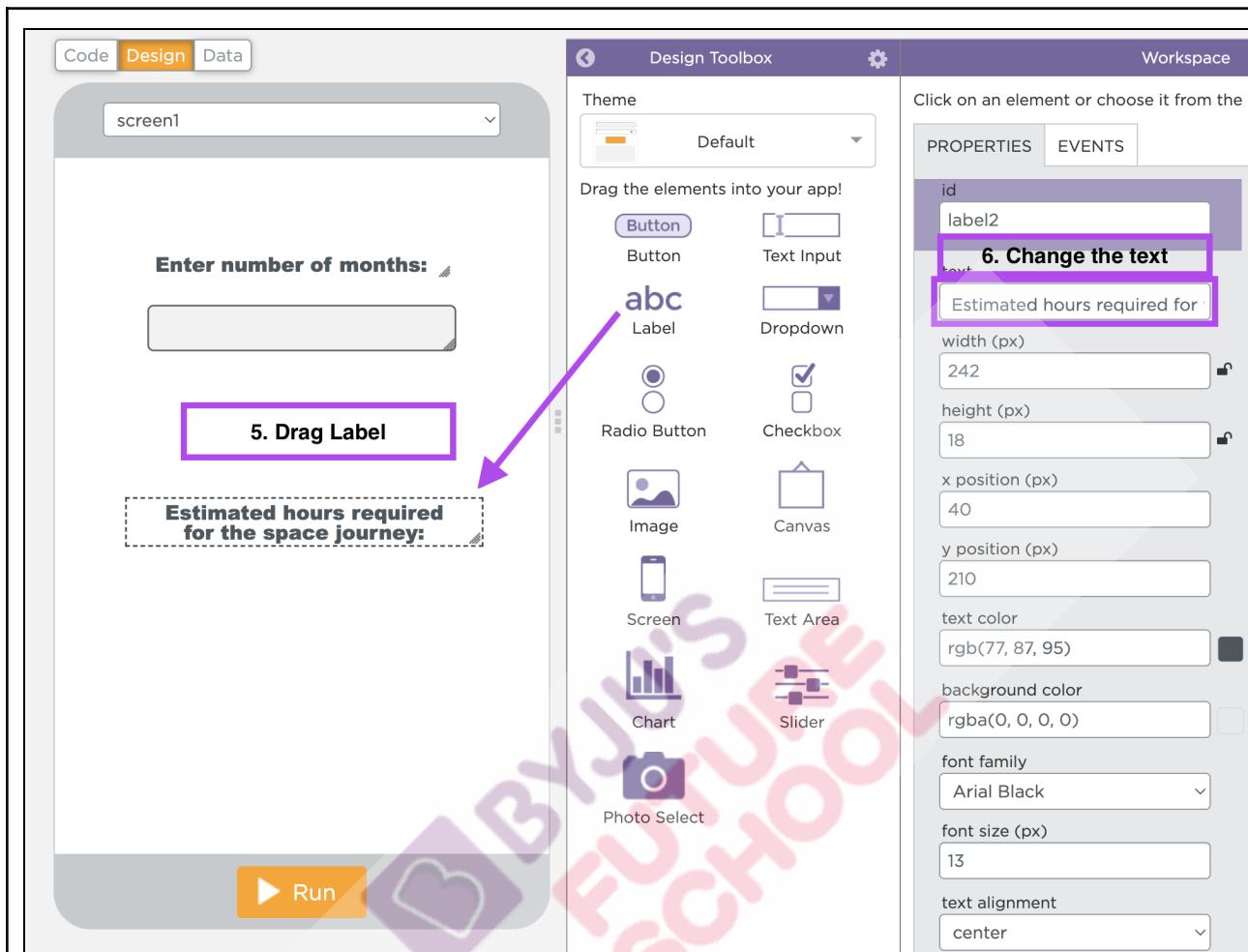
font family: Arial

font size (px): 13

text alignment: left

**5. Drag Label.**

**6. Change the label text to 'Estimated hours required for the space journey:' and set the text alignment to center.**



The screenshot shows the BYJU'S App Builder interface. On the left, there's a preview window titled "screen1" with a text input field containing "Enter number of months:" and a placeholder below it labeled "5. Drag Label". On the right, the "Design Toolbox" contains various UI components like Button, Text Input, Dropdown, Radio Button, Checkbox, Image, Canvas, Screen, Text Area, Chart, and Photo Select. The "Properties" panel on the far right shows the properties for a selected "Label" component with the ID "label2". The text "6. Change the text" is highlighted in the properties panel.

So, this is where the most important part begins.

Below the label “**Estimated hours required for the space journey:**” we want our app to display journey time in hours, which is the output of our app based on the user input journey time in months.

So, let's drag an empty **Label** and place it in the center.

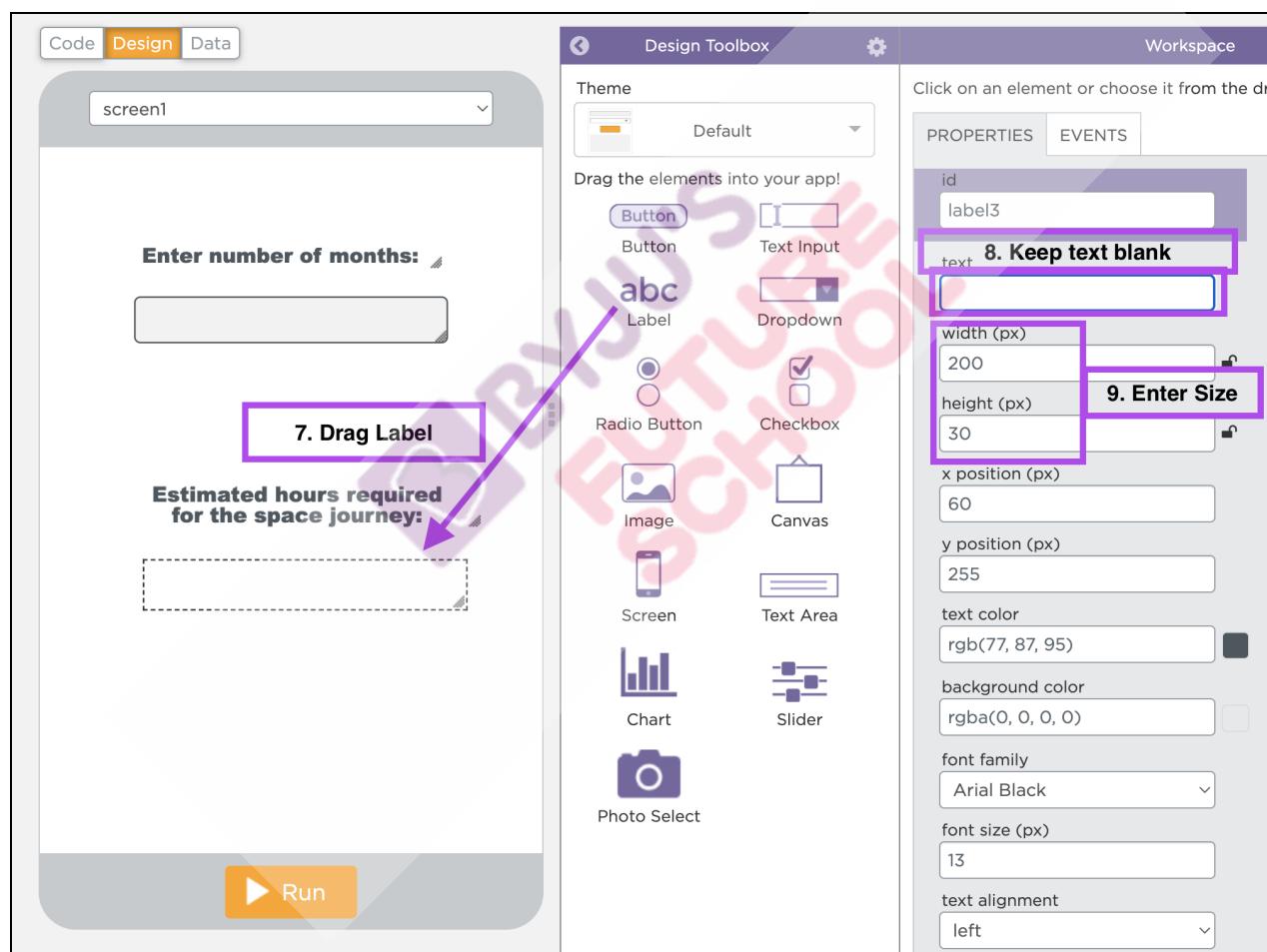
7. Drag the **Label** below the previous label as shown.

8. Keep the **text** blank.

9. Set the **Size** as:

**width=200**

**height=30**



Code Design Data

screen1

Enter number of months:

7. Drag Label

Estimated hours required for the space journey:

Run

Design Toolbox

Theme Default

Drag the elements into your app!

- Button
- Text Input
- Dropdown
- Label
- Radio Button
- Checkbox
- Image
- Canvas
- Screen
- Text Area
- Chart
- Slider
- Photo Select

Workspace

Click on an element or choose it from the dr...

PROPERTIES EVENTS

**id**: label3

**text**: 8. Keep text blank

**width (px)**: 200

**height (px)**: 30

**x position (px)**: 60

**y position (px)**: 255

**text color**: `rgb(77, 87, 95)`

**background color**: `rgba(0, 0, 0, 0)`

**font family**: Arial Black

**font size (px)**: 13

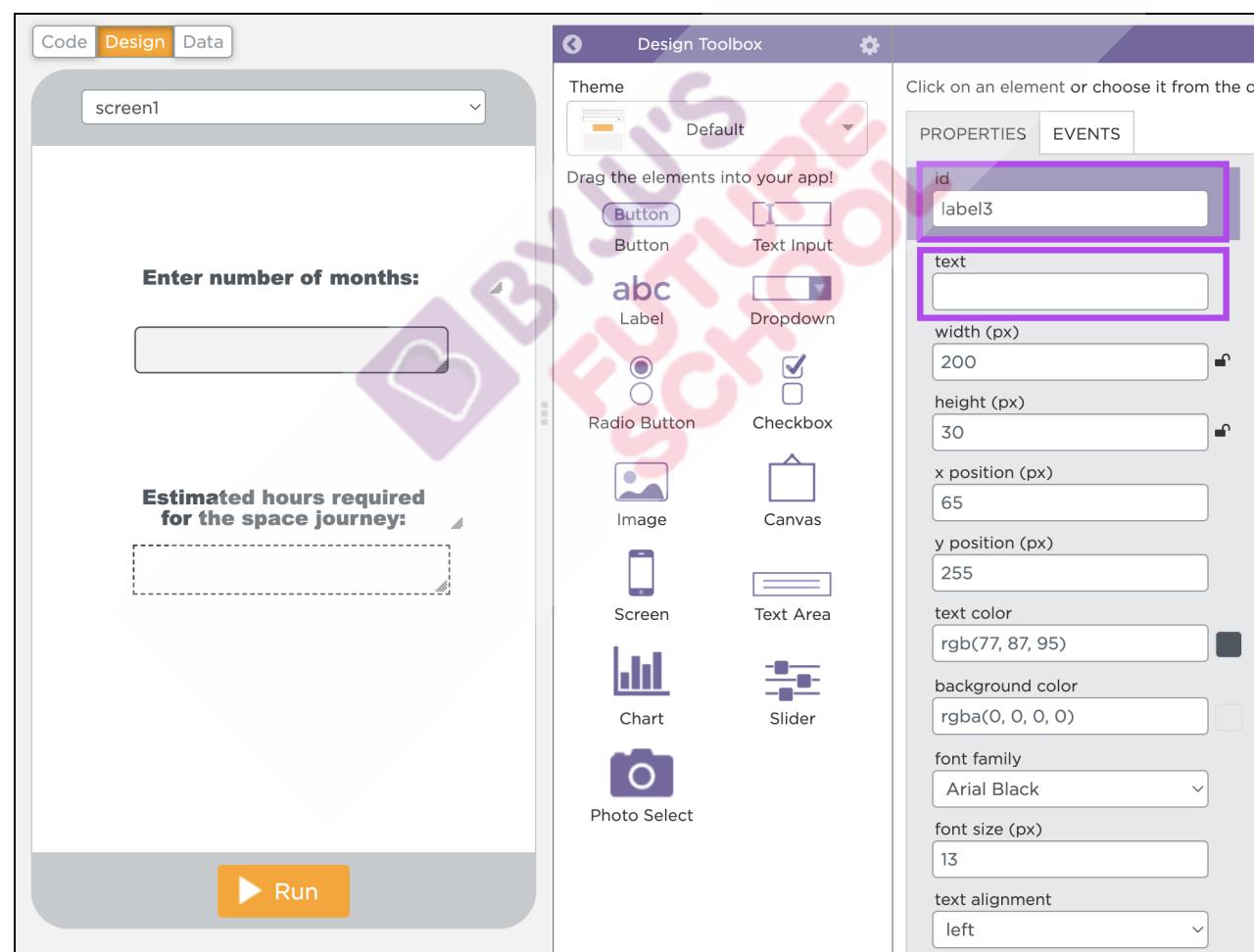
**text alignment**: left

Remember here we are keeping this **label3** blank, as we want the app to calculate and display the time in hours when we press the button.

It is important that we keep the size of this label sufficiently large as we know the time in hours will be a large number.

For this label, we will be updating the estimated calculated duration of the space journey. We need to refer to this label, and to refer to any UI element, we need to remember its ID.

So, remember the ID of the label where we need to display the estimated calculated duration of the space journey is **label3**.



The screenshot shows a mobile application development interface with the following details:

- Code, Design, Data** tabs are visible at the top left.
- screen1** is selected in the dropdown.
- UI Elements:**
  - A text input field labeled **Enter number of months:**
  - A label field labeled **Estimated hours required for the space journey:**
  - An orange **Run** button at the bottom.
- Design Toolbox:** A sidebar on the right lists various UI components: Button, Text Input, Label (selected), Dropdown, Radio Button, Checkbox, Image, Canvas, Screen, Text Area, Chart, and Photo Select.
- Properties Panel:** On the far right, a properties panel titled "Click on an element or choose it from the design toolbox" shows settings for an element:
  - id:** label3 (highlighted with a purple border)
  - text:** (empty)
  - width (px):** 200
  - height (px):** 30
  - x position (px):** 65
  - y position (px):** 255
  - text color:** rgb(77, 87, 95)
  - background color:** rgba(0, 0, 0, 0)
  - font family:** Arial Black
  - font size (px):** 13
  - text alignment:** left

Now, let's drag a button.

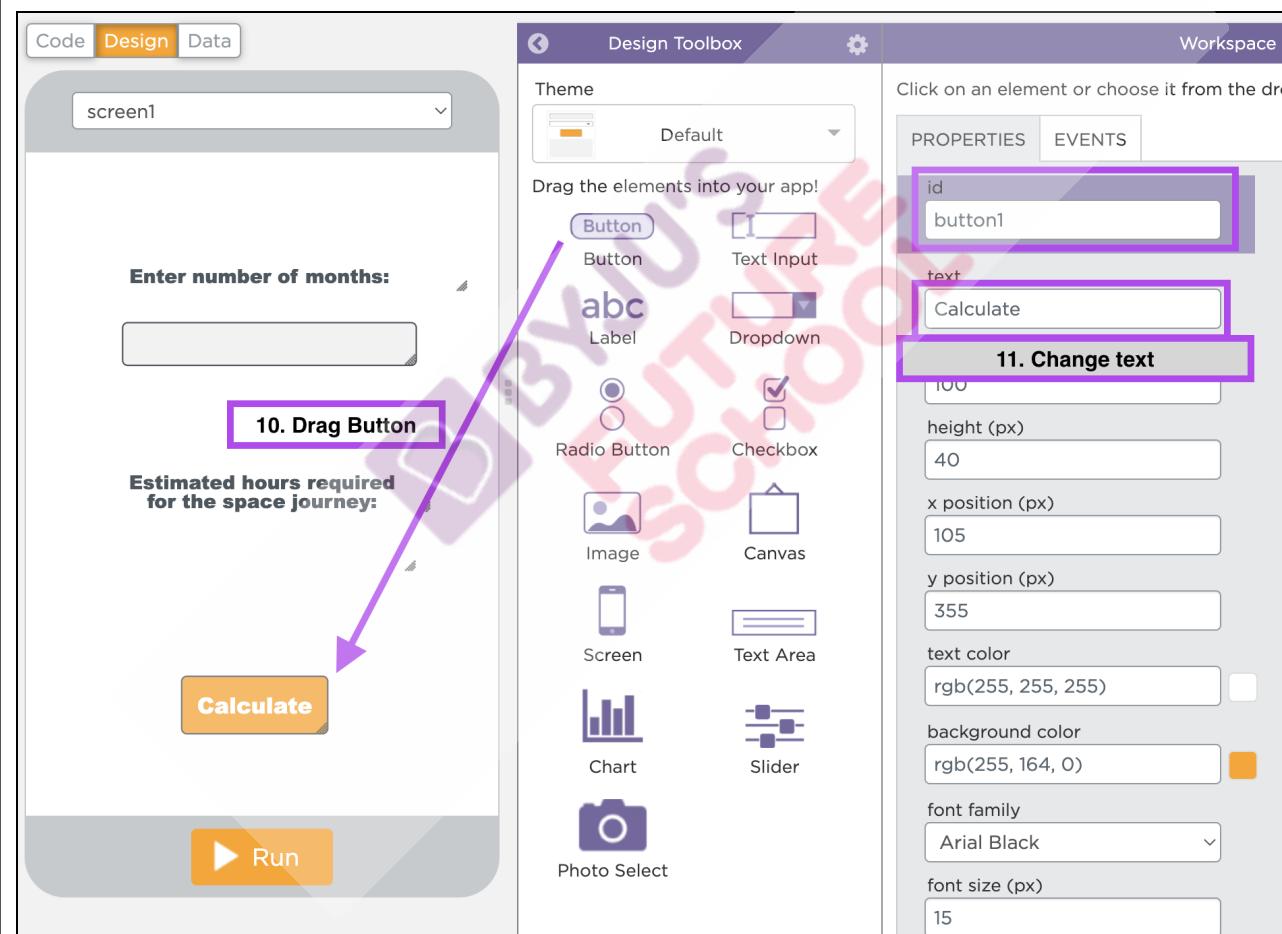
10. Drag a **Button**.

Then, we will add a button and name it '**Calculate**' as it will be calculating the time in hours from the journey time in months entered by the app user.

The button name should always be **one word** to avoid the button being larger in size.

Also, remember the ID of this button which is **button1** as we will be using this button to do the calculation.

11. Change button1 text to '**Calculate**'



Code Design Data

screen1

Enter number of months:

10. Drag Button

Estimated hours required for the space journey:

Calculate

Run

Design Toolbox

Theme Default

Drag the elements into your app!

- Button
- Text Input
- Label
- Dropdown
- Radio Button
- Checkbox
- Image
- Canvas
- Screen
- Text Area
- Chart
- Slider
- Photo Select

Workspace

Click on an element or choose it from the dropdown

PROPERTIES EVENTS

**id** button1

**text** Calculate

**11. Change text**

height (px) 40

x position (px) 105

y position (px) 355

text color `rgb(255, 255, 255)`

background color `rgb(255, 164, 0)`

font family Arial Black

font size (px) 15

Great!

Now, we are done with our design process. Before we go to Step 3: Code the App, let's revise our design elements.

**Label1** was 'Enter number of months'

**Label2** was 'Estimated hours required for the space journey'

and

**Label3** was the one we left **blank** for output which is time in hours.

We also added a button that, when pressed, would calculate the time in hours.

### Step 3: Code the App.

So, the next part is Coding.

Let's go to **Code Mode**.

Remember when we made the first app we learned in our very first class?

The **onEvent** in computer language means **When** in the English language.

Let's change the parameters to **button1** and **click**.

So, the computer will read it like this -

When button1 is clicked.

What do we want the computer to do when the button is clicked?

We want the computer to take the journey time in months

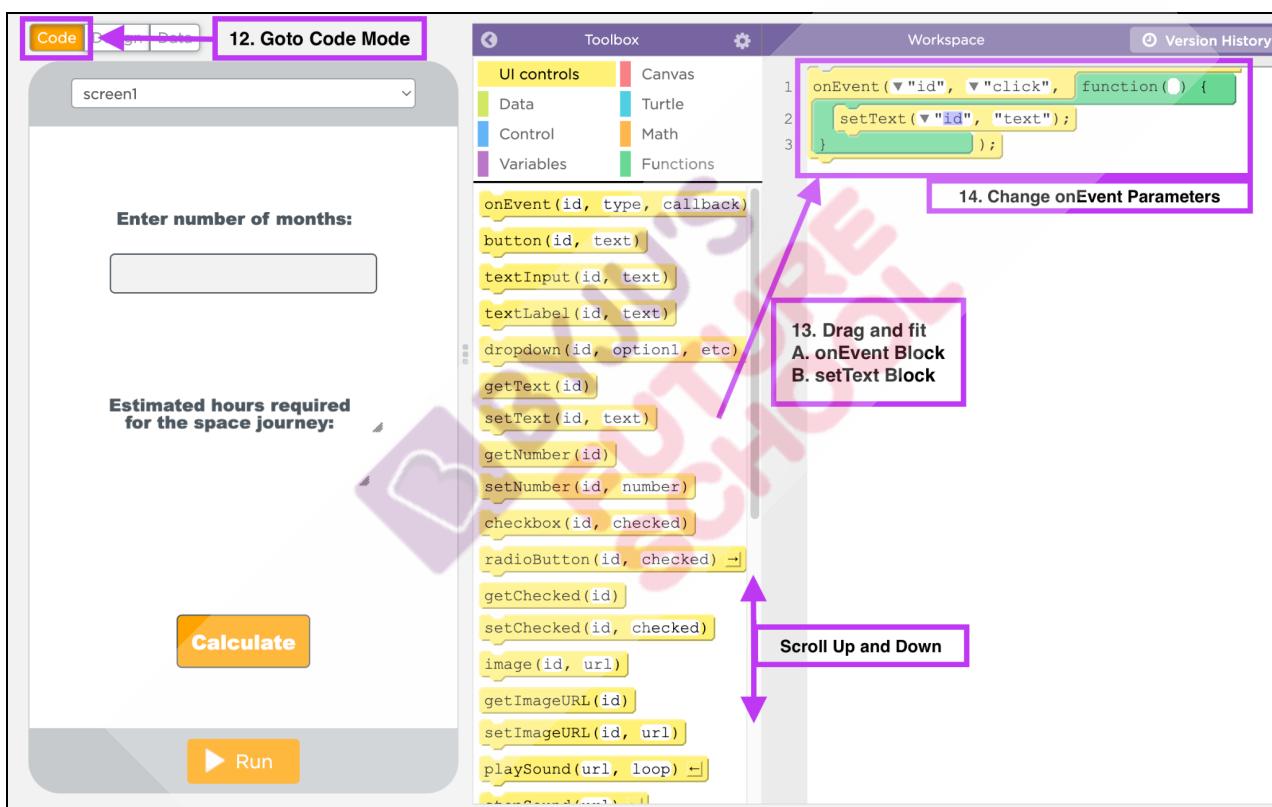
12. Go to **Code Mode**.

13. Drag and fit:

- **onEvent** block
- **setText** block

entered by the user and calculate the time in hours.

14. Change the **onEvent** parameters  
as shown in the image below.



Now, it is time to translate our algorithm into code.

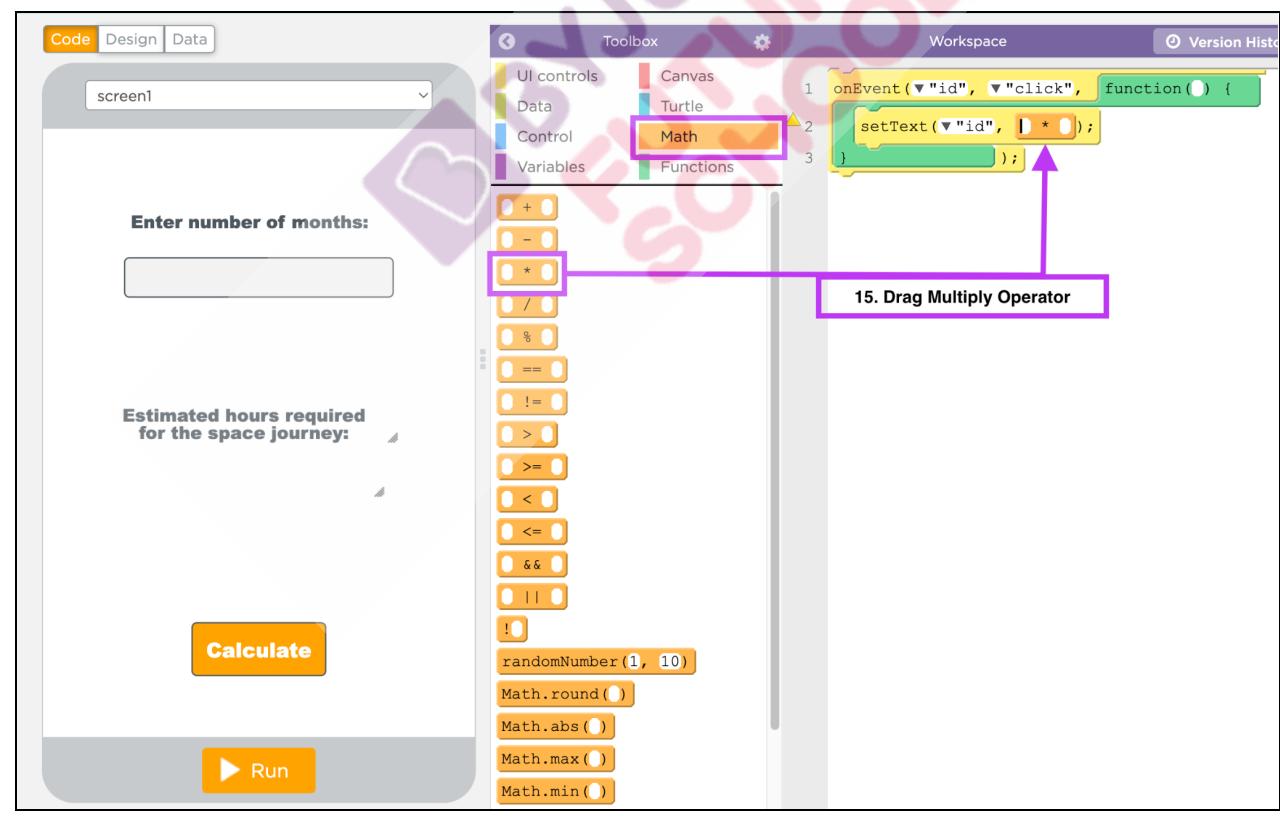
So, what was our algorithm to convert journey time from months to hours?

**Journey in months x 30 days x 24 hours**

So, according to our algorithm we need **two multiplication signs** in our code, and in computer language, the symbol for multiplication is **\***- an asterisk.

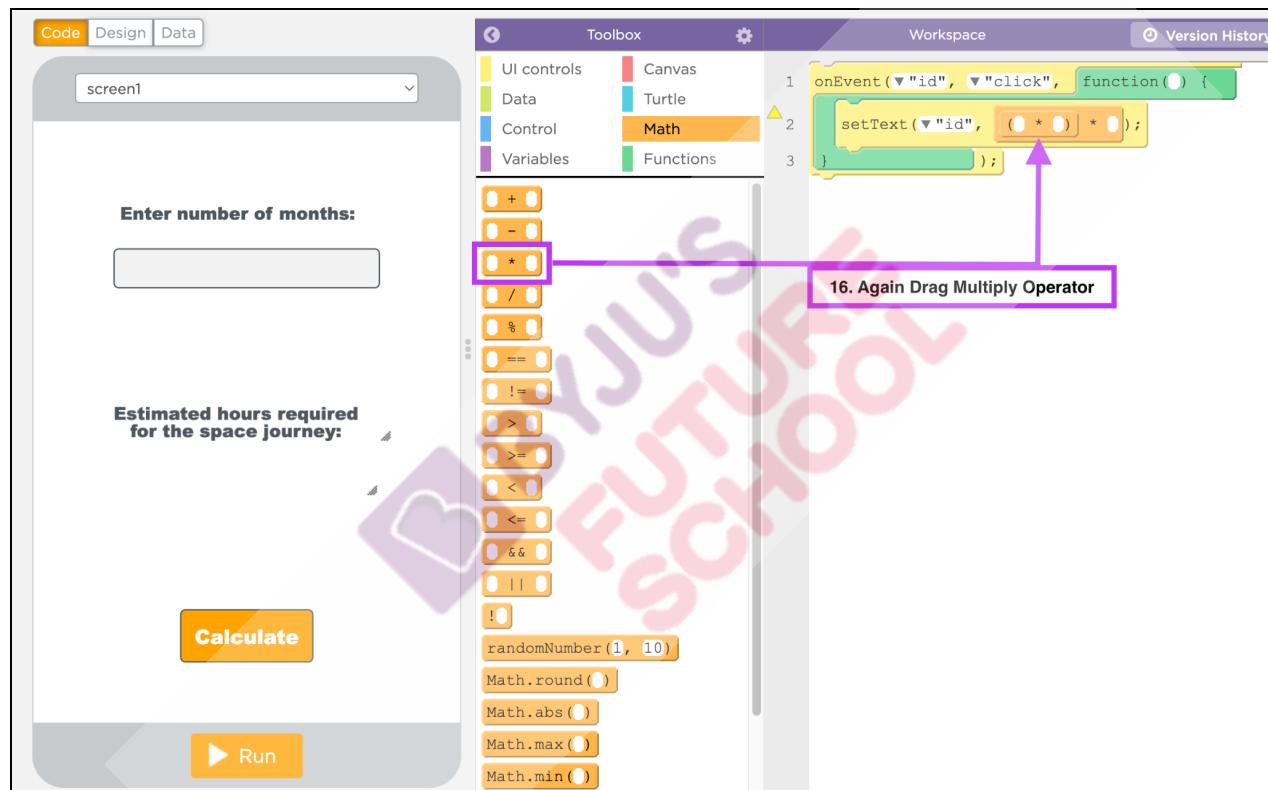
Let's get the multiplication operator from the **Math** section in the **Tool box**.

15. Drag the **Multiply operator** from the **Math** section and drop it in the **text** section of the **setText** block.



Okay, so now we have one multiplication symbol but we need one more so let's get one more.

16. Again drag the **Multiply operator** from the **Math** section and drop it in the first Multiply operator in **setText**.



Great! Now that we have two multiply operators let's put the values in them.

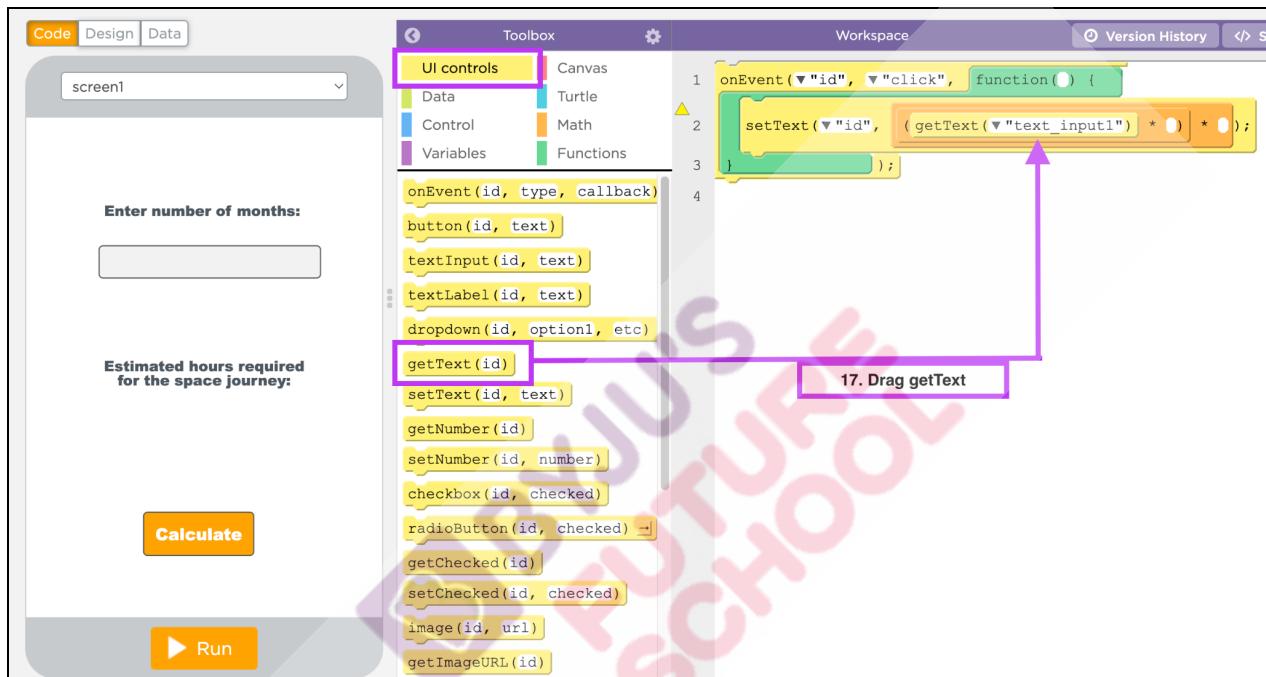
Recall our algorithm-

**Journey time in months x 30 days x 24 hours**

The first input is a journey in months which we are going to get from the user. So, let's drag the **getText** block from **UI**

**controls** and fit it in the multiply operator.

17. Drag the **getText** from **UI controls** and fit it in the **multiply operator** block.



Now, let's update the IDs in the code:

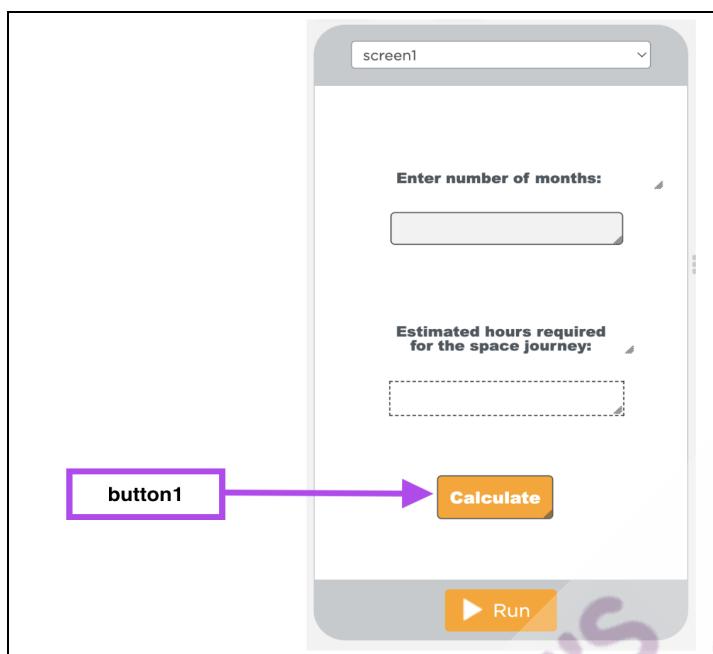
1. Button ID

**Q:** What is the button ID, do you remember?

**A:**

18. Enter the parameters in our code as shown in the image below.

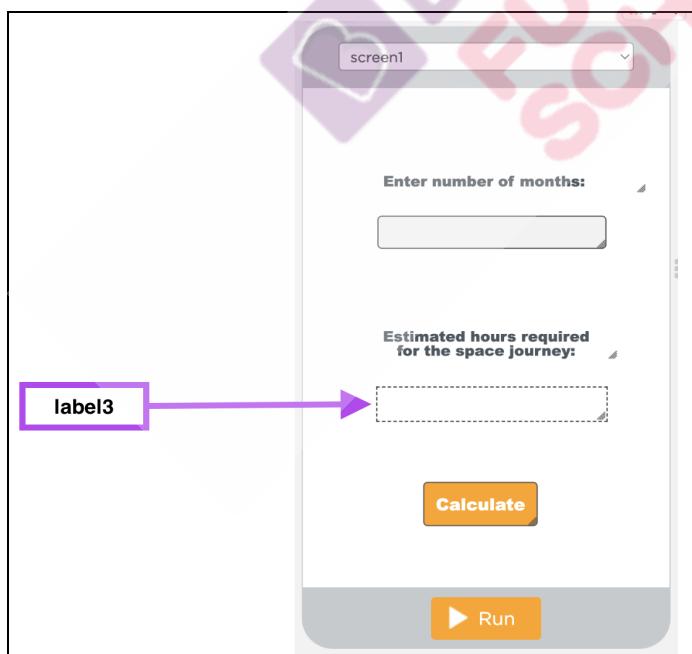
**To find the ID of any element, go to design and click on that component.**



2. Label ID

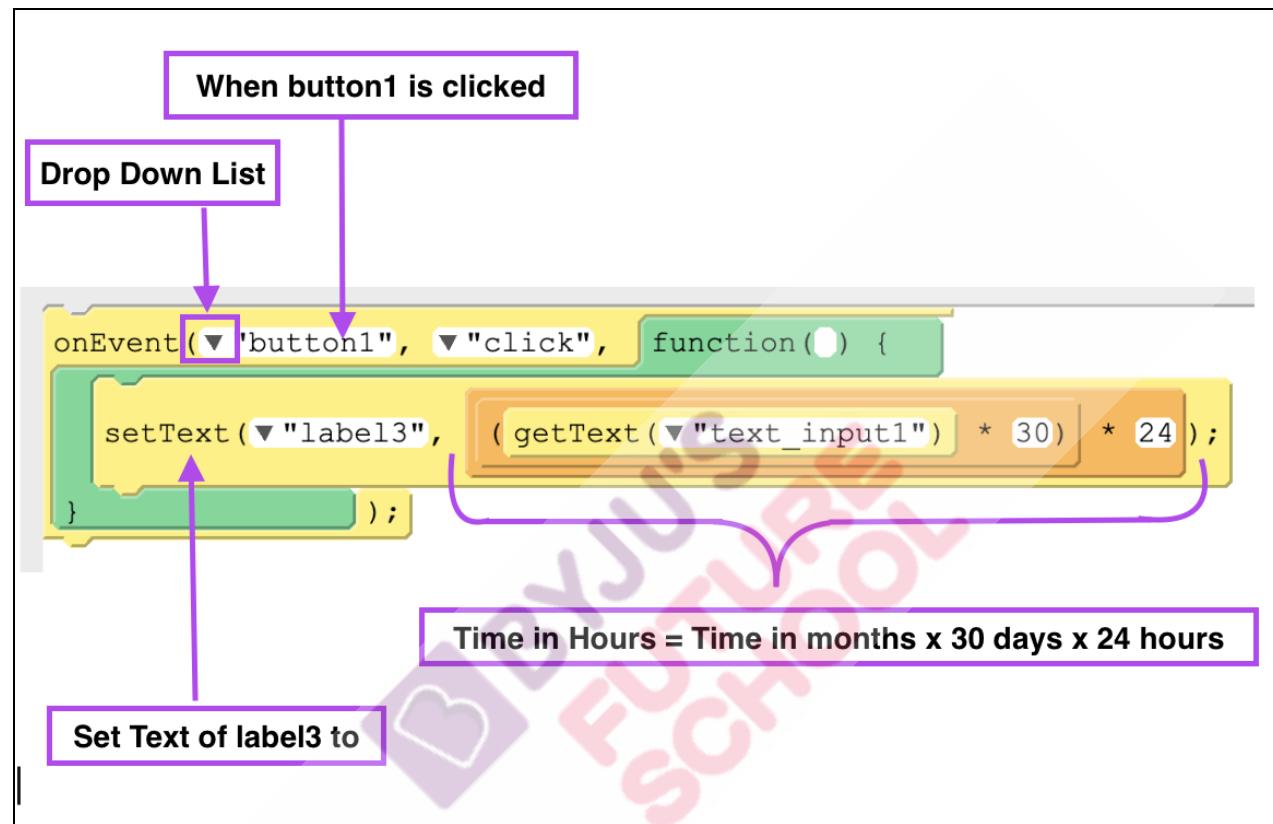
**Q:** What is the Label ID, do you remember?

**A:**



Now, let's enter all the values in the multiplier operator

blocks according to our algorithm.



So, what did we code?

We said that when **button1** is **clicked** set the text of **label3** to (journey time in months entered by the user x 30 x 24 hours.)

Now that we are done with coding, let's go to Step 4.

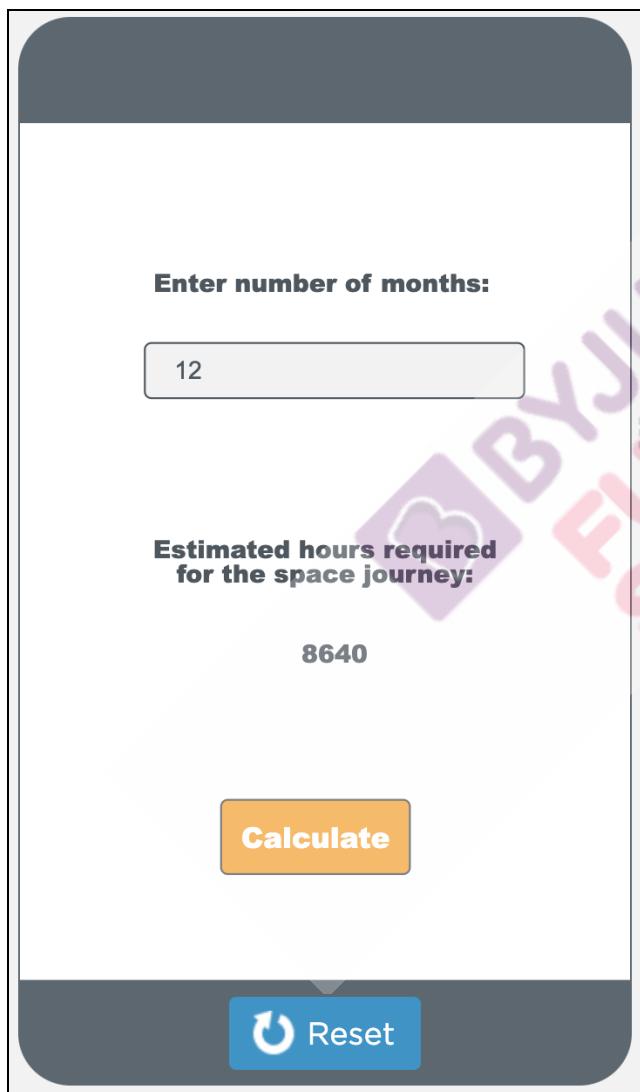
#### Step 4: Test the App.

In this step, we run the app to check if it works.

Explain the code using the above image to the students to understand the parameters.

Press **Run**.  
**Enter** the number of months like 9 or any months.  
Press **Calculate**.

**Output:**



The image shows a digital calculator interface with a light gray background and dark gray header and footer bars. In the center, there is a white input field containing the number '12'. Above it, the text 'Enter number of months:' is displayed. Below the input field, the text 'Estimated hours required for the space journey:' is shown next to a small blue icon of a heart with a cloud. Underneath this text, the number '8640' is displayed. At the bottom left is an orange button labeled 'Calculate'. At the bottom right is a blue button labeled 'Reset' with a circular arrow icon.

Yayy!!

<p>Our app works and Dodo will be very happy to know that we have an app for him that converts his space journey time from months to hours.</p>	
<p>Now, let me stop the screen recorder and upload this recorded video on my youtube channel.</p>	
<b>Teacher Stops Screen Recording</b>	
<p>Focus on the steps I am going to take to upload this video on my youtube channel. It's a really easy and quick process.</p>	<p>Follow the process of uploading the recorded video as per <a href="#">Teacher Reference Activity 1-CREATE YOUTUBE CHANNEL</a></p>
<b>Teacher Stops Screen Share</b>	
<p> <b>Teacher starts slideshow</b> from slide 16 to 19. Refer to speaker notes and follow the instructions on each slide.</p>	
<p> <b>STUDENT ACTIVITY</b> - 22 mins</p>	
<p>Now, you have to create the same app following all 4 steps.</p>	

- Ask Student to press ESC key to come back to panel.
- Guide Student to start Screen Share.
- Teacher gets into Fullscreen.

Student Initiates Screen Share	
Say	Do
<p>Now, let's start by downloading your screen recording to create a video. We will keep the recording on download and, meanwhile build the App. We will not record your entire coding video as we don't have time to finish downloading it. We will just record a small video of your complete app and showcase its functionality.</p> <p>Click on <a href="#">Student Reference Activity 1</a> and go to Option2 and download <b>Loom</b> for PC.</p> <p>Great, so while it downloads, click on <a href="#">Student Activity 1</a> and let's complete the App.</p> <p>Before you start building the app, can you tell me what are the steps for building an app?</p> <p><b>Step 1: Define a Purpose.</b> In this step, we specify what we want the app to do.</p> <p><b>Step 2: Design the App.</b> In this step, we specify the design components we want in our app.</p> <p><b>Step 3: Code the App.</b> In this step, we specify the code blocks we want to use in our code.</p> <p><b>Step 4: Test the App.</b> In this step, we run the app to check if it works.</p>	<p><a href="#">Student Reference Activity</a>  <a href="#">1-CREATE YOUTUBE CHANNEL</a></p> <p>Let the student click on download and while it gets downloaded let the student complete the App Development.</p>

As you build your app, I want you to explain to me each step that you are doing, so that I know which concepts you are applying.

In the Student Panel, click the link for Activity 1.

It will prompt for sign-in. Your sign-in credentials are on your panel.

You have done an excellent job.

Great Job! Now that you have built an app, give it a Name and Share it. To do this:

1. Click **Rename** and name your project.

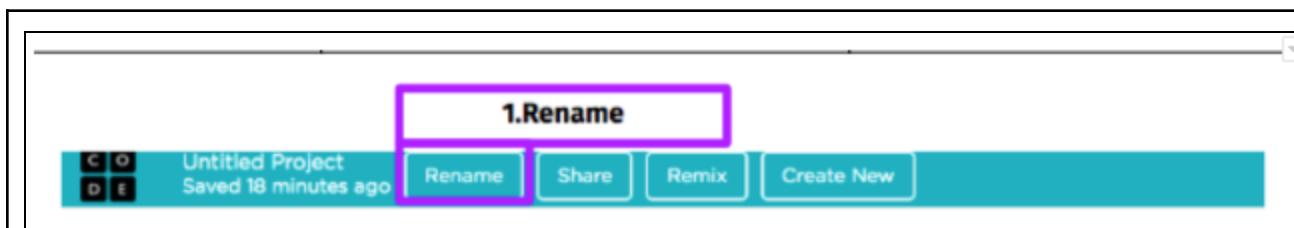
[Student Activity 1 -APP LAB](#)



Copy and paste the Username and Password in the chat window for the student login.

Students should follow the **same** procedure as displayed above in the teacher activity.

**Make sure the student has an Algorithm in mind and then Program.**



**Great! Now, let's install the screen recorder and record a small 20 seconds video of your app and its functionalities.**

#### Student Starts Screen Recording

Great! the Recording is ON. Now, go to your app screen and enter values into the app and press calculate to record how the app works.

Guide the Student to record a small 20 second video of showcasing the Space Journey Time Converter App from months into hours and how it works.

#### Student Stops Screen Recording

Great! Now, let's upload this small sample video on your youtube channel. Remember this is just a practice and you can delete this video later if you don't want to keep it on your channel.

Great, now copy your youtube video link and submit it in the panel. This will be shared with your parents. They will be very excited to see your app Youtube video.

Guide the student to upload the recorded video on youtube.

Ask the student to copy the youtube video link and paste it in the **Link Field** on the student panel and click **Submit Button**.

Excellent.

- **BETA TEST YOUR APP**

Great, so now you are an app developer. Software developers, when they build any software, usually share it with their friends to get feedback or suggestions on software. **This is called BETA Testing which means Testing the app with a very small group**

of people like colleagues, friends, and family by asking them to use your software and report any errors or bugs, or suggestions.

So, your task will be to do a **BETA Testing** of your app by sharing your app with at least 5 friends and get feedback on whether they liked the app or not.

You can ask your parents to send an app link that you generated, to your friend's parents on Whatsapp or via email to get their feedback.

I will ask you about your friends' feedback in the next class, and we will try to work on it together.

### Teacher Guides Student to Stop Screen Share

### WRAP UP SESSION & FUN WITH TECH - 8 mins



Teacher starts slideshow from slides 20 to 25.  
Refer to speaker notes and follow the instructions on each slide.



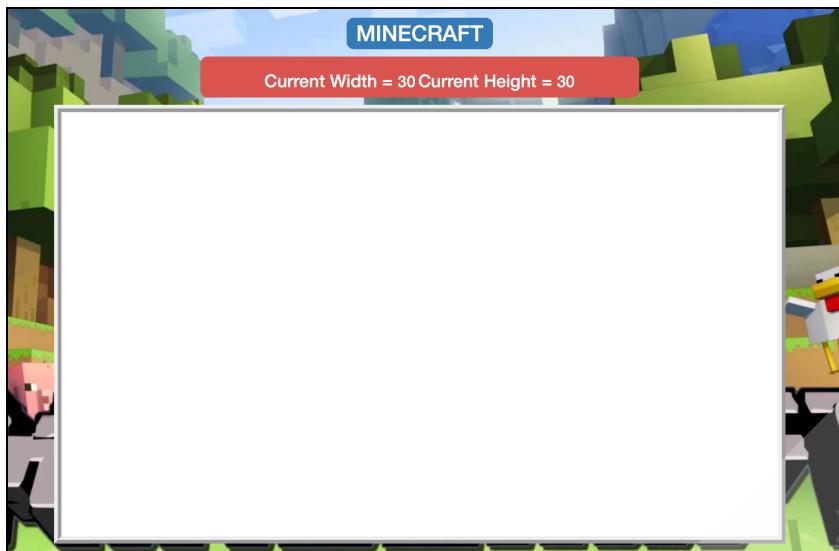
### FUN STUDENT ACTIVITY

- Ask the student to press the ESC key to come back to the panel.
- Guide the student to start Screen Share.
- Teacher gets into Fullscreen.

### Student Initiates Screen Share

Shall we begin with today's fun activity about building the Minecraft scenery?

[Student Activity 2-  
MINECRAFT](#)



Let's see how you can create your own Minecraft 2D scenery:

Controls:

- Use the keyboard arrow keys to move the player.
- Use a set of keys for getting various blocks:
  - Key t to get a trunk block.
  - Key d to get a dark green color block.
  - Key l to get a light green color block.
  - Key g to get a ground block.
  - Key w to get a wall block.
  - Key y to get a yellow color wall block.
  - Key u to get a unique block.
  - Key r to get a roof block.
  - Key c to get a cloud block.
  - Pressing the Shift key + p will result in increasing the size of the block.
  - Pressing the Shift key + m will result in decreasing the size of the block.

When you build this amazing app for yourself, you can set the keys as per your wish.

Wow, you have created something creative. Can't wait to see more creativity of yours when you reach this class.

*Note: Ask the student to open the link for student activity 2.*

*Let the student use the mentioned keys and explore and create some beautiful scenery, for example:*



Great!

Let's move ahead.

### Student Stops Screen Share

### DID YOU KNOW, UPCOMING CLASS & PROJECT POINTERS - 5 Mins

#### DID YOU KNOW AND UPCOMING CLASS



Teacher starts slideshow from slides 26 to 27.

Refer to speaker notes and follow the instructions on each slide.

#### PTM HEADS UP



Teacher starts slideshow at slide 28.

Refer to speaker notes and follow the instructions on each slide.



**PTM ANNOUNCEMENT:** Please bring your parents to the next class.

<Student\_Name>, the next class is going to be an interesting one! Do You know why? Because I plan on bringing joy to your parents by showcasing the activities built by you.

They will also get to know about all the fun parts you enjoyed throughout our classes, the concepts learned by you, and the concepts you will learn over the next few classes.

Isn't that exciting? So make sure your parents attend the next class.

#### PROJECT POINTERS



Teacher starts the slideshow at slide 29.

<p>Refer to speaker notes and follow the instructions on each slide.</p>	
<b>Teacher Initiates Screen Share</b>	
<b>Say</b> 	<b>Do</b> 
<p><b>Project Name:</b> <a href="#">AGE CONVERTER</a></p> <p><b>Goal of the Project:</b></p> <p>Today, you created an app that converted the space journey time from months to hours.</p> <p>In this project, you will have to practice and apply what you have learned in the class and make an app that can convert the age in years to age in hours.</p> <p><b>Story:</b></p> <p>Once an alien visited earth, looking for his lost alien watch. Now on earth, we use a watch to check the time, but his watch was unique, it displayed his age in hours.</p> <p>On his planet, they express age in hours and not in years as we do on earth. So it is important for him to wear this alien watch all the time to keep track of his age.</p> <p>Can you help this alien? How can you help this alien? His requests are simple which is:</p> <ul style="list-style-type: none"> <li>• In this app, the alien will enter an age in years and the app will calculate the age in hours and display it on the screen.</li> </ul> <p><b>The project will take only 30 minutes to finish. You can try and finish it immediately after this class.</b></p> <p>I am very excited to see your project solution and I know you will do really well.</p>	<p><b>Note: You can assign the project to the student in the class itself by clicking on the Assign Project button which is available under the projects tab.</b></p> <p>Open the project solution link and demo the project to the Student.</p>

Bye Bye!

**Teacher Stops Screen Share**

**Teacher Clicks**

 **End Class**

### Additional Activities



**Teacher starts slideshow**  from slides 30 to 32.  
Refer to speaker notes and follow the instructions on each slide.

### STUDENT ADDITIONAL ACTIVITY



### Student Initiates Screen Share

**Say**



**Do**



You can improve the design of your app by adding a background image on the screen:

Use the following steps to add a background image:

- Upload a background image.
- Set the text color to 'White'.

- Upload a background image.

You can upload a background image in your app lab from your computer.

Click on the "**Background Image**" link to download the PNG image of space.

[Background Image](#)

Goto Design Mode and use the following steps to add a background image:

1. In the Screen1 properties, click on the “Choose” in the image section.
2. The pop-up screen “Choose Assets” will appear, then click on the “Upload File” button.
3. Go to the folder on your computer where you have downloaded the image, then select the image file.
4. Once you select the correct file, click on the “open” button to upload the file to the app lab.
5. You can see the uploaded file in the assets section. Now, click on the “choose” button to select the uploaded image as the background of your app.

You can see that the uploaded image will appear in the background of your app.

Code Design Data

screen1

**Enter number of months:**

**Estimated hours required for the space journey:**

**Calculate**

**Run**

Design Toolbox

Theme Default

Drag the elements into your app!

<div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Button</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Label</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Dropdown</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Radio Button</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Checkbox</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Image</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Canvas</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Text Area</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Chart</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Slider</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Photo Select</span> </div>	<div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Text Input</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Text</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Image</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Screen</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Photo</span> </div>
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Click on an element or choose it from the dropdown below.

PROPERTIES EVENTS

**id**: screen1

**background color**:

**image**:  Choose...

**1. Click on the "Choose"**

Design Toolbox

Theme Default

Drag the elements into your app!

<div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Upload File</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Label</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Dropdown</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Image</span> </div>	<div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Link to Image</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Icons</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Text</span> </div> <div style="border-bottom: 1px solid #ccc; padding-bottom: 5px;"> <span style="color: #0072bc;">Photo</span> </div>
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Choose Assets

My Files Link to Image Icons

Your assets will appear here. Click "Upload File" to add a new asset for this project.

**Upload File**

**2. Click on the "Upload File" button**

**Choose Assets**

My Files Link to Image Icons

You have 0 items in your workspace.

Favourites

- [Applicati...](#)
- [Desktop](#)
- [Documents](#)
- [Downloads](#)
- [Rajstan T...](#)
- [Shaila So...](#)

iCloud

- [iCloud Dri...](#)
- [Shared](#)

Locations

- [MAC](#)
- [Network](#)

Media

Design Toolbox

Workspace

**Choose Assets**

My Files Link to Image Icons

You have 0 items in your workspace.

Space-02.png

2,501x2,501

3. Select the file

4. Click on the “Open” button

Cancel Open

**Choose Assets**

My Files Link to Image Icons

You have 0 items in your workspace.

Space-02.png

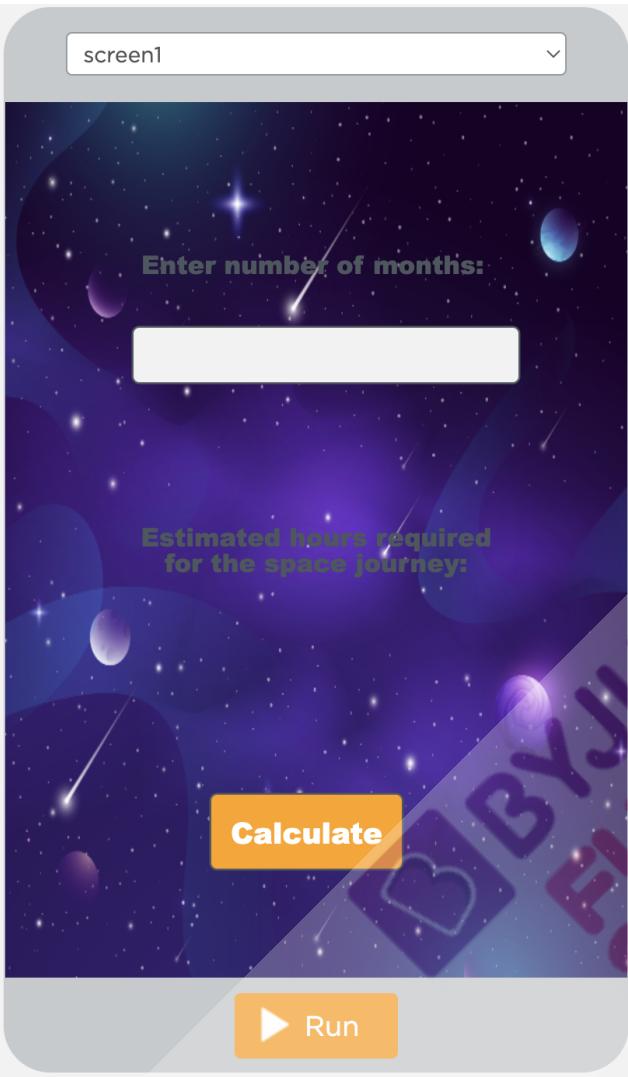
5. Click on “Choose” to select the image

Choose

Upload File

File "May-04-2022-17-55-12.gif" successfully uploaded!

**Output:**

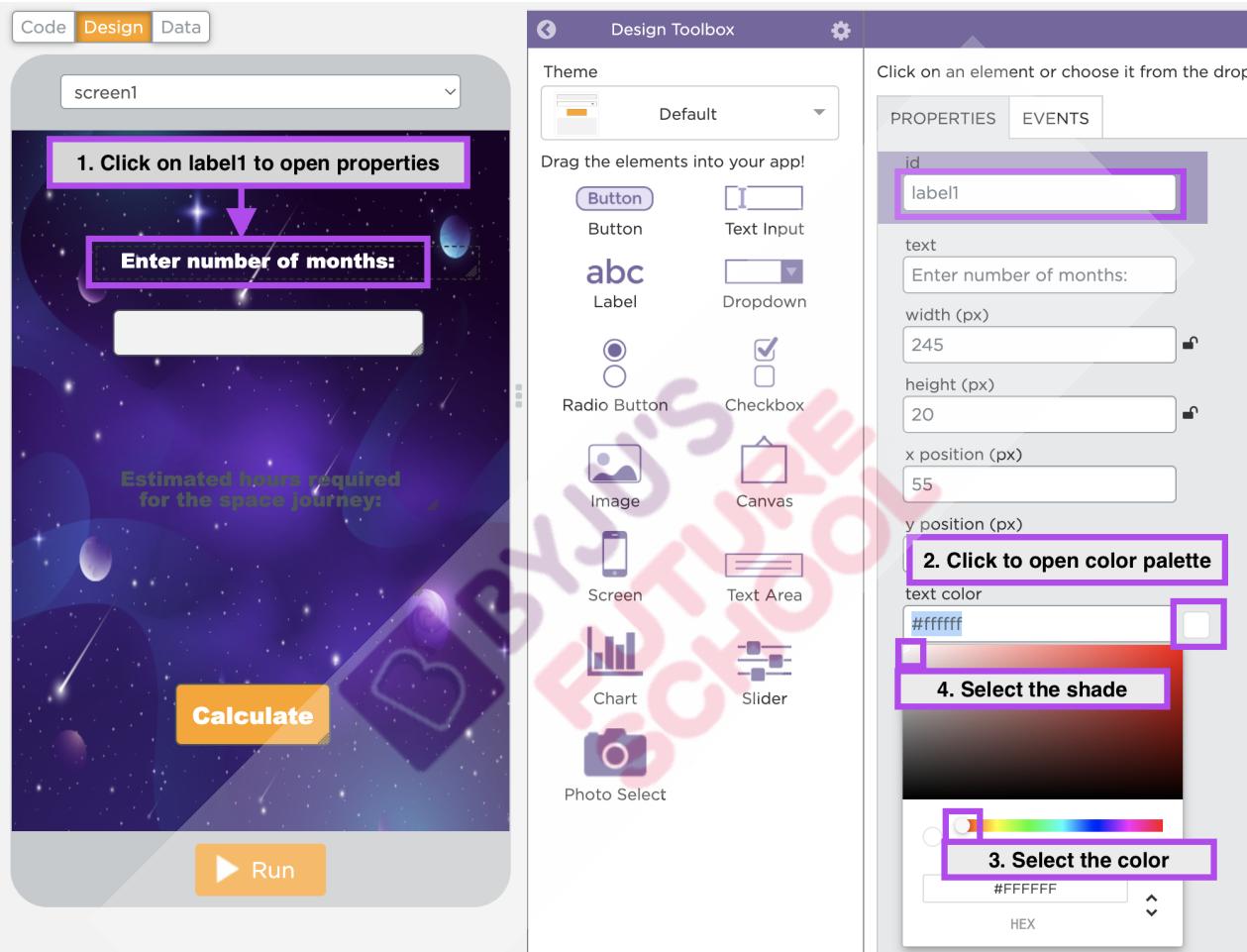


B. Set the text color to “White”  
You can set the text color of labels using the following steps:

1. Click on “label1” to open the properties of the label.
2. Near the ‘text color’ property, click on the color box to open the color palette.
3. Select any color of your choice.
4. Select the shade by moving a white circle on the color palette area. (For white color move the circle

to the top-left corner of the palette box. Hex code for “White color is #ffffff i.e. # with six times ‘f’ ”

5. Repeat steps 1 to 4 for changing the color of the text in “label2” and “label3” to “White”

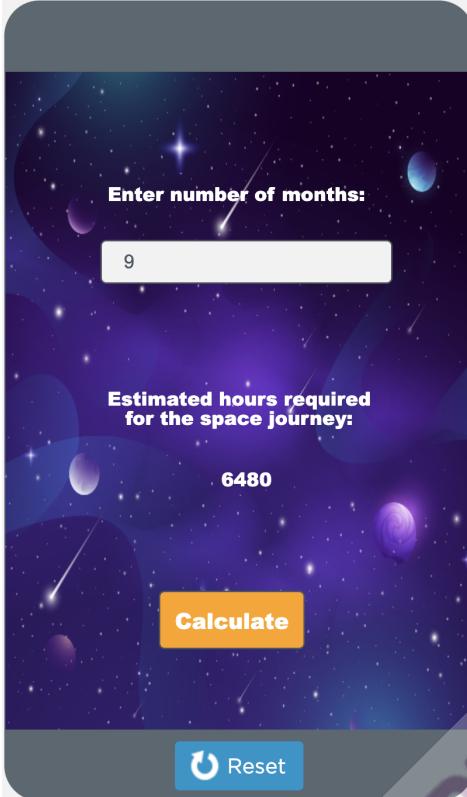


The image shows a Scratch-like application interface. On the left, the workspace displays a script for a "Space Journey" project. It features a text input labeled "Enter number of months:" with the placeholder text "Estimated hours required for the space journey:". Below it is a "Calculate" button and a "Run" button. In the center, the "Design Toolbox" contains various element icons: Button, Text Input, Dropdown, Label, Radio Button, Checkbox, Image, Screen, Chart, and Photo Select. On the right, the "Properties" panel is open for the "label1" element. It shows the following settings:

- text:** Enter number of months:
- width (px):** 245
- height (px):** 20
- x position (px):** 55
- y position (px):** 100
- text color:** #ffffff (white)

The "Properties" panel also includes a color palette at the bottom with the text "3. Select the color" and the hex code "#FFFFFF". A note above the properties panel says "Click on an element or choose it from the drop down".

Output:



Activity No.	Name of the Activity	Links
Teacher Reference Activity 1	CREATE YOUTUBE CHANNEL	<a href="https://s3-whjr-curriculum-uploads.whjr.online/ADV+Asset/ADV+Youtube+Channel+Creation.pdf">https://s3-whjr-curriculum-uploads.whjr.online/ADV+Asset/ADV+Youtube+Channel+Creation.pdf</a>
Teacher Activity 1	APP LAB	<a href="https://studio.code.org/projects/applab/new">https://studio.code.org/projects/applab/new</a>
Student Reference Activity 1	CREATE YOUTUBE CHANNEL	<a href="https://s3-whjr-curriculum-uploads.whjr.online/ADV+Asset/ADV+Youtube+Channel+Creation.pdf">https://s3-whjr-curriculum-uploads.whjr.online/ADV+Asset/ADV+Youtube+Channel+Creation.pdf</a>
Student Activity 1	APP LAB	<a href="https://studio.code.org/projects/applab/new">https://studio.code.org/projects/applab/new</a>
Student Activity 2	MINECRAFT	<a href="https://mahdihat791.github.io/v2/ADV-C86-minecraft.com/minecraft.html">https://mahdihat791.github.io/v2/ADV-C86-minecraft.com/minecraft.html</a>
BACKGROUND IMAGE	BACKGROUND IMAGE	<a href="https://s3-whjr-curriculum-uploads.whjr.online/15fc6f95-9824-4c4e-8fae-0ef006433bb2.pdf">https://s3-whjr-curriculum-uploads.whjr.online/15fc6f95-9824-4c4e-8fae-0ef006433bb2.pdf</a>

		<a href="#">ng</a>
PRACTICE ACTIVITY 1	PRACTICE	<a href="https://studio.code.org/s/applab-intro/stage/1/puzzle/2">https://studio.code.org/s/applab-intro/stage/1/puzzle/2</a>
PRACTICE ACTIVITY 2	PRACTICE	<a href="https://studio.code.org/s/applab-intro/stage/1/puzzle/3">https://studio.code.org/s/applab-intro/stage/1/puzzle/3</a>
PRACTICE ACTIVITY 3	PRACTICE	<a href="https://studio.code.org/s/applab-intro/stage/1/puzzle/4">https://studio.code.org/s/applab-intro/stage/1/puzzle/4</a>
REFERENCE VIDEO 1	REFERENCE	<a href="https://www.youtube.com/watch?v=wAuYr1InQs">https://www.youtube.com/watch?v=wAuYr1InQs</a>
REFERENCE VIDEO 1	REFERENCE	<a href="https://youtu.be/fypSGGZZfzM">https://youtu.be/fypSGGZZfzM</a>
Project Solution	AGE CONVERTER APP	<a href="https://studio.code.org/projects/applab/gOP02UEciOAiJvi3JpscBDZRginJkvccO75TsJO80k">https://studio.code.org/projects/applab/gOP02UEciOAiJvi3JpscBDZRginJkvccO75TsJO80k</a>
Teacher Reference Visual aid link	Visual aid link	<a href="https://s3-whjr-curriculum-uploads.whjr.online/b05ed5d1-1a6c-4e35-a43f-a427046a7134.html">https://s3-whjr-curriculum-uploads.whjr.online/b05ed5d1-1a6c-4e35-a43f-a427046a7134.html</a>
Teacher Reference In-class quiz	In-class quiz	<a href="https://s3-whjr-curriculum-uploads.whjr.online/0b3d8cde-a68b-4efc-bde8-e9d12f00b474.pdf">https://s3-whjr-curriculum-uploads.whjr.online/0b3d8cde-a68b-4efc-bde8-e9d12f00b474.pdf</a>