BYJU'S FUTURE SCHOOL

INSTRUCTIONS:

_____

Goal of the Project:

In class 4, you created an app that converted the space journey time in months to time in hours.

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.
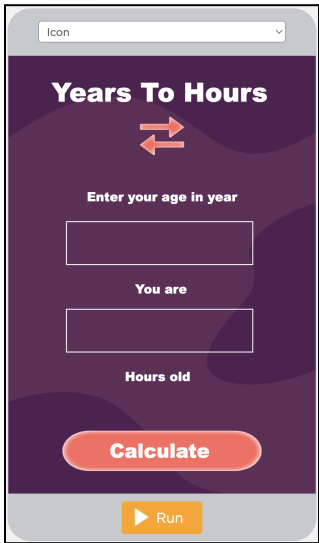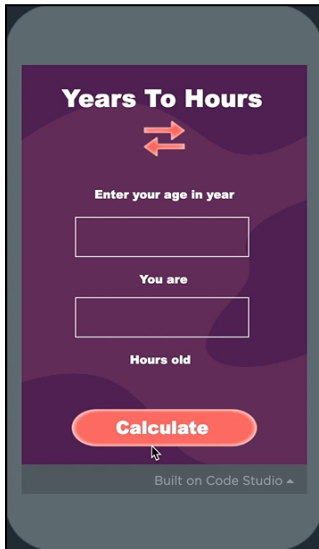
Story:

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.

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.

Can you help this alien? How can you help this alien? His requests are simple:
- To help this alien, build an app that will convert age in years to age in hours.
- 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.

Go ahead and try now! It will just take 30 minutes to complete this project.

Initial Output	Final Output

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

Getting Started:

1. Login to **code.org**

2. Click on **Start Project** to open the **Project Template.**

3. Click the **View Code** button.
4. Click the **Remix** button.
5. Rename the project as **Project4** and click the **Save** button.

Algorithm to complete the Project:

Task to be done:	
	Step 1 Code the **Algorithm** to calculate age in hours • Get the age in years entered by the user in "**text_input**" box. • Multiply the age by **365** to calculate the total days. • Calculate the total hour by multiplying it by 24. **Algorithm to calculate age in hours** Age in hours = Age in years x 365 x 24 `setText(▼"id", ( getText(▼"") * [] * [] );`

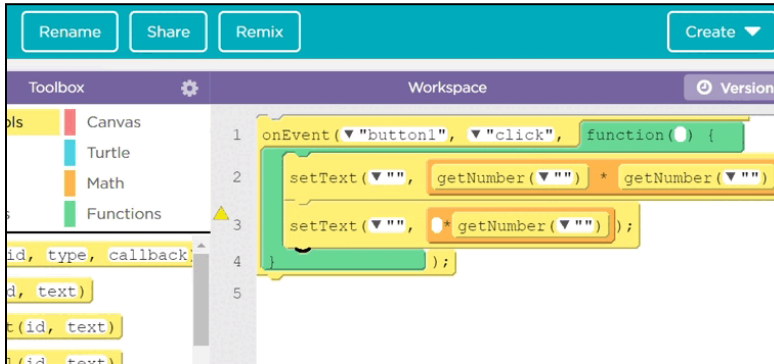|	
Task to be done:	
Task to be done:	

*DO NOT CHANGE the position and the IDs of the labels and buttons given in the Project Template.

*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. Paste the **URL** into Student Dashboard and click on submit project button.

REMEMBER... Try your best, that's more important than being correct.
After submitting your project, your teacher will send you feedback on your work.

───────── XXX ───────── XXX ───────── XXX ───────── XXX ───────── XXX ─────────