

Name: \_\_\_\_\_

## Worksheet: Lab 1 Homework

**Important:** Remember that Snap does not always function correctly in Internet Explorer. In particular the project export does not always work correctly.

### Goals

1. Develop the habit of programming between classes
2. Build skills for experimenting with and learning to use new blocks
3. Learn to import image and sound files for use in your projects

### Part I - Snap Draw

For this first part of the lab you will build a simple drawing program by use blocks that were introduced in the in-class lab as well as a few new ones. Follow through the steps on the lab website, and ask for help if it is needed. This work should be completed individually, but you may discuss the assignment conceptually with others as long as you do not share or copy code.

If you do not remember how to export your project from Snap, instructions are in the in-class lab, [Introduction to Snap: Saving and Sharing Your Project](#).

### Part II - Let Me Hear You Sing

This second part of the lab is no less important than the first, but is intended to allow for more creativity and fun. Before we get too far into the programming logic, I wanted to make sure you knew how to make your programs appear more fun by including images and sounds. While the fun factor is of course secondary to having a solid program, anything that makes the work more exciting and interesting, I want to encourage.

Just like with the Draw program above, you'll need to take what you've learned about Snap and apply it to things that we haven't explicitly taught you. You'll need to experiment a bit to find something that works well for what you want to do. That is part of the goal of this lab too.

Again, when you've completed your masterpiece, export the project as an XML from Snap and upload it to the Lab 1 HW Dropbox in D2L. For this part of the lab, you are expressly permitted to share your creations with others through the group chat. So go ahead and show off a bit if you like.