CET4104 – MOBILE PROGRAMMING

Week 10 – 17.05.2023

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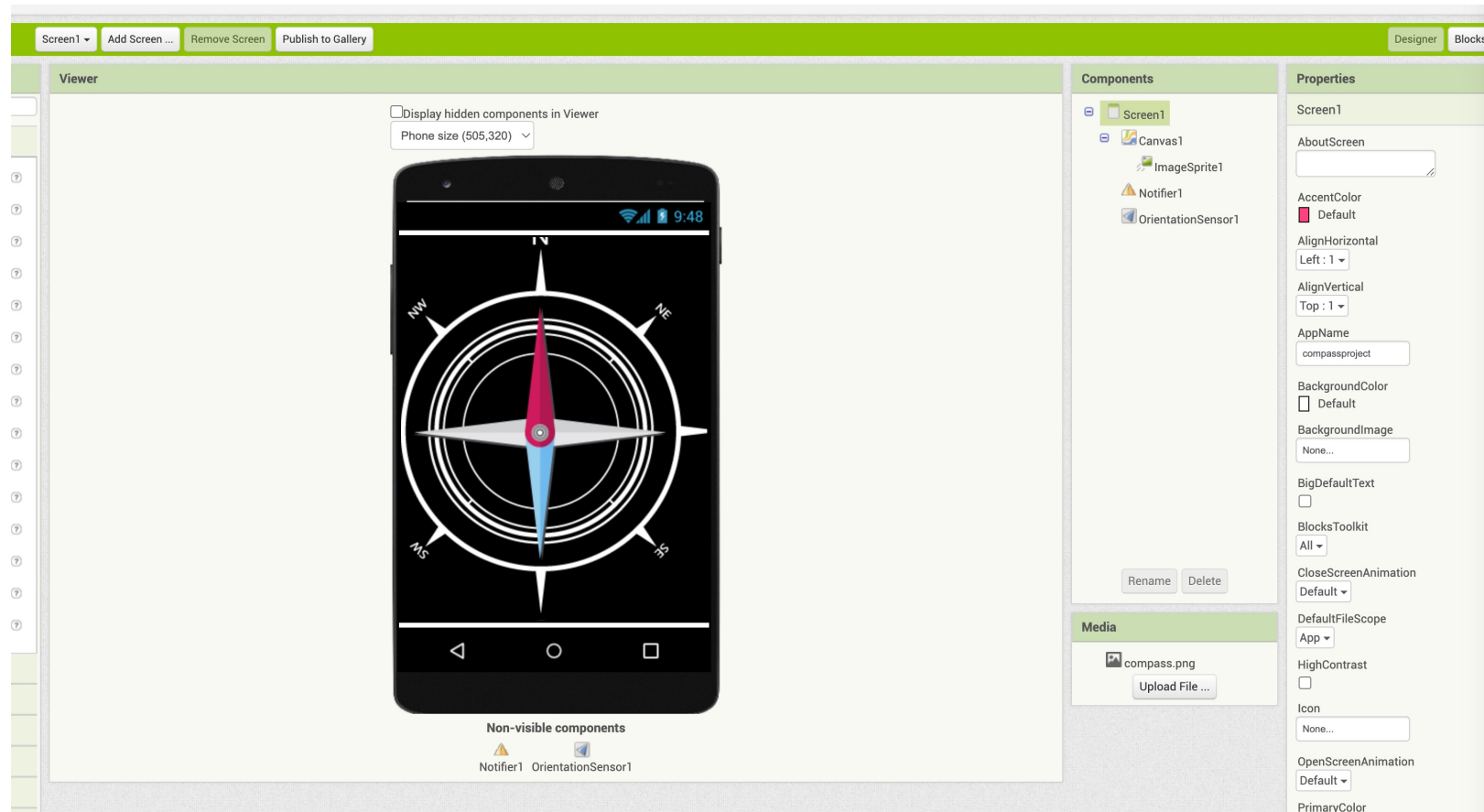
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IMPORTANT NOTES

1- Our final exam will be take home exam, and please refer to itslearning platform for your project2 descriptions.
2- Our makeup course hour will be next week on 19th of May at 12:00 via Teams again.
3- Today we will go through with MIT AP INVENTOR again and on Friday we will pass to flutter

OUR COURSE WILL START AT 10:00, PLEASE BE READY
I am waiting for the participants to join

Compass project

Compass block codes

Viewer

```
when  Screen1 ▾ .Initialize
do    set ImageSprite1 ▾ . Width ▾  to   Canvas1 ▾ . Width ▾
      set ImageSprite1 ▾ . Height ▾ to   Canvas1 ▾ . Height ▾
      call ImageSprite1 ▾ .MoveTo
                    x   ( Canvas1 ▾ . Width ▾  -  ImageSprite1 ▾ . Width ▾ ) / 2
                    y   ( Canvas1 ▾ . Height ▾ -  ImageSprite1 ▾ . Height ▾ ) / 2
           if   not  OrientationSensor1 ▾ . Available ▾
           then call Notifier1 ▾ .ShowAlert
                          notice  " I could not access your mobile phone's orientati… "
```

```
when OrientationSensor1 ▾ .OrientationChanged
     azimuth  pitch  roll
do   set ImageSprite1 ▾ . Heading ▾ to  get azimuth ▾
```

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Space War project

Viewer

```
when Rocket ▾ .Touched
  x  y
do  set Bullet ▾ . Visible ▾ to  true ▾
    set Bullet ▾ . Speed ▾ to  20
    set Bullet ▾ . Heading ▾ to  90
    call Bullet ▾ .MoveTo
      x  ⚙ ⎡ Rocket ▾ . X ▾ ⎤ + ⎡ Rocket ▾ . Width ▾ ⎤ / 2
      y  ⎡ Rocket ▾ . Y ▾ ⎤ - 20
```

```
when Rocket ▾ .Dragged
  startX  startY  prevX  prevY  currentX  currentY
do  set Rocket ▾ . X ▾ to  get currentX ▾
```

```
when Screen1 ▾ .Initialize
do  set Bullet ▾ . Visible ▾ to  false ▾
```

```
when Bullet ▾ .EdgeReached
  edge
do  set Bullet ▾ . Visible ▾ to  false ▾
```

```
when Clock1 ▾ .Timer
do  set Saucer ▾ . X ▾ to  random integer from 0 to ⎡ Canvas1 ▾ . Width ▾ ⎤ - ⎡ Saucer ▾ . Width ▾ ⎤
```

```
when Bullet ▾ .CollidedWith
  other
do  set Bullet ▾ . Visible ▾ to  false ▾
    set ScoreNumber ▾ . Text ▾ to  ⚙ ⎡ ScoreNumber ▾ . Text ▾ ⎤ + 1
    set Saucer ▾ . X ▾ to  random integer from 0 to ⎡ Canvas1 ▾ . Width ▾ ⎤ - ⎡ Saucer ▾ . Width ▾ ⎤
```