# Workshop 2

## Aims:

* Students understand how to use buttons to trigger inputs.
* Students understand how to use inputs from a server to trigger inputs.
* Students understand how a client and server works and connect.

## Activity 1

Kahoot quiz recapping previous workshop.

## Activity 2

Students are shown some code which allows the A/B buttons to move a ball up and down, are asked to predict what it does and then run it. Code has a mistake in it so that the ball moves the wrong way, asked students to get the ball to move the right way. Students are then asked to copy and edit the code so that the X/Y buttons move the ball left and right.

## Activity 3

Students are shown some code that allows for an input from a phone to move the ball up and down, and are asked to extend this to the other axis.

## Activity 4

Pong?