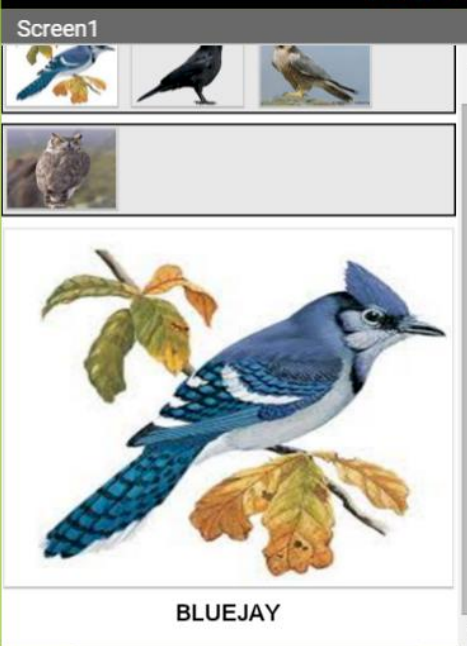


LAB 2 Sounds of different related things for your very young relatives. by Nathan Chao

Your app must have a set of related creatures such as, Farm Animals or Zoo Animals or Birds or Wind Instruments or String Instruments etc.

 <p>You will need 2 rows of 4 buttons each. A single large button below the 2 rows. A label below the large button</p>	<p>Components</p> <ul style="list-style-type: none"> Screen1 <ul style="list-style-type: none"> HorizontalArranger <ul style="list-style-type: none"> bluejayButton crowButton falconButton HorizontalArranger <ul style="list-style-type: none"> owlButton soundButton birdLabel Sound1 <p>Media</p> <ul style="list-style-type: none"> bluejay.jpg crow.png falcon.jpg owl.jpg bluejay.mp3 crow.mp3 falcon.mp3 owl.mp3 <p>Upload File ...</p>	<p>When you drop components onto the screen, the default arrangement is each component occupies a line. 2 components cannot be placed on the same line.</p> <p>In order to place more than one component on a line, you need to go to Layout on left side and drag a horizontal arrangement which is a container that can be used to put components side by side on the same line. The size of the horizontal arrangement adjusts automatically to the size of components dropped into it or it can be pre-specified.</p> <p>In my screen above, I pre-spec'd it to width fill parent and height 15 percent. NOT 15 pixels</p> <p>See layout procedure on back of this page.</p>
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Horizontal Arrangement Height 15% Width, fill parent

Small button height fill parent, width 25 percent Large button height 60 percent width fill parent.

Label height 6 percent width fill parent and alignment centered. Font size 18 bold.

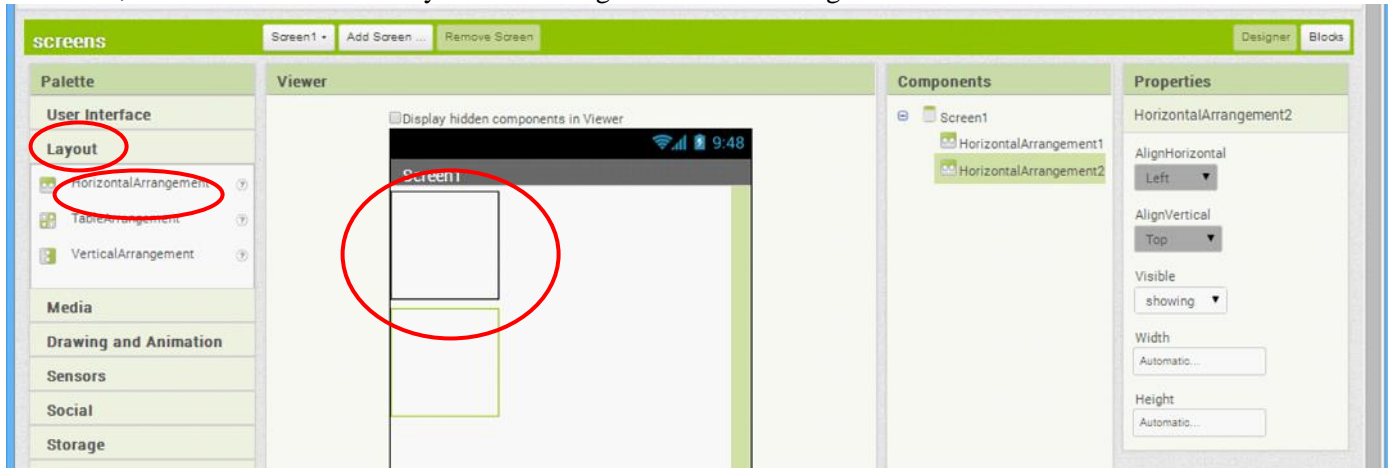
You need to search internet for mp3 sounds of the object you need. Also images of the related objects are also result of internet search. After downloading, each media file must be uploaded into the app.
See uploaded media files of the sample app used in this handout above.

Block functions needed.

<pre>when Screen1.Initialize do set Sound1.Source to "bluejay.mp3"</pre>	<p>screen initialize carries out operations needed the moment the app is started. In this app, you need the sound of the animal placed in your big sound button so if you touch only the big button as soon as app starts, the correct animal sound matching the image will play.</p>
<pre>when bluejayButton.Click do set Sound1.Source to "bluejay.mp3" set soundButton.Image to "bluejay.jpg" set birdLabel.Text to "BLUEJAY" call TextToSpeech1.Speak message "BLUEJAY" when crowButton.Click do set Sound1.Source to "crow.mp3" set soundButton.Image to "crow.png" set birdLabel.Text to "CROW" call TextToSpeech1.Speak message "CROW"</pre>	<p>When you click the small animal buttons, the sound should NOT play. Here is what each small button does.</p> <ol style="list-style-type: none"> 1. load the correct image file into the larger button 2. load the correct sound into the sound player 3. Show correct name of image shown. <p>This block will be repeated 8 times; one for each different sound.</p>
<pre>when soundButton.Click do call Sound1.Play</pre>	<p>The large button now already has the selected image and sound loaded.</p> <p>Clicking on the large button will play the sound loaded by the small buttonclick.</p>

Horizontal Arrangements and other resources for Lab 2

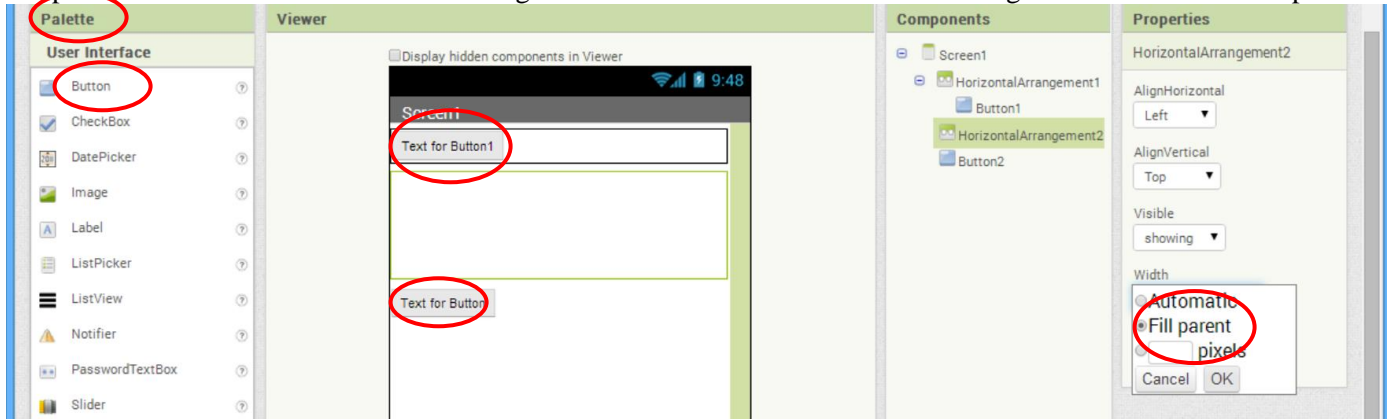
Go to left, scroll down and click Layout. Then drag 2 horizontal arrangement to the screen



Next resize horizontal arrangement **Height 15 percent and Wdth fill parent**

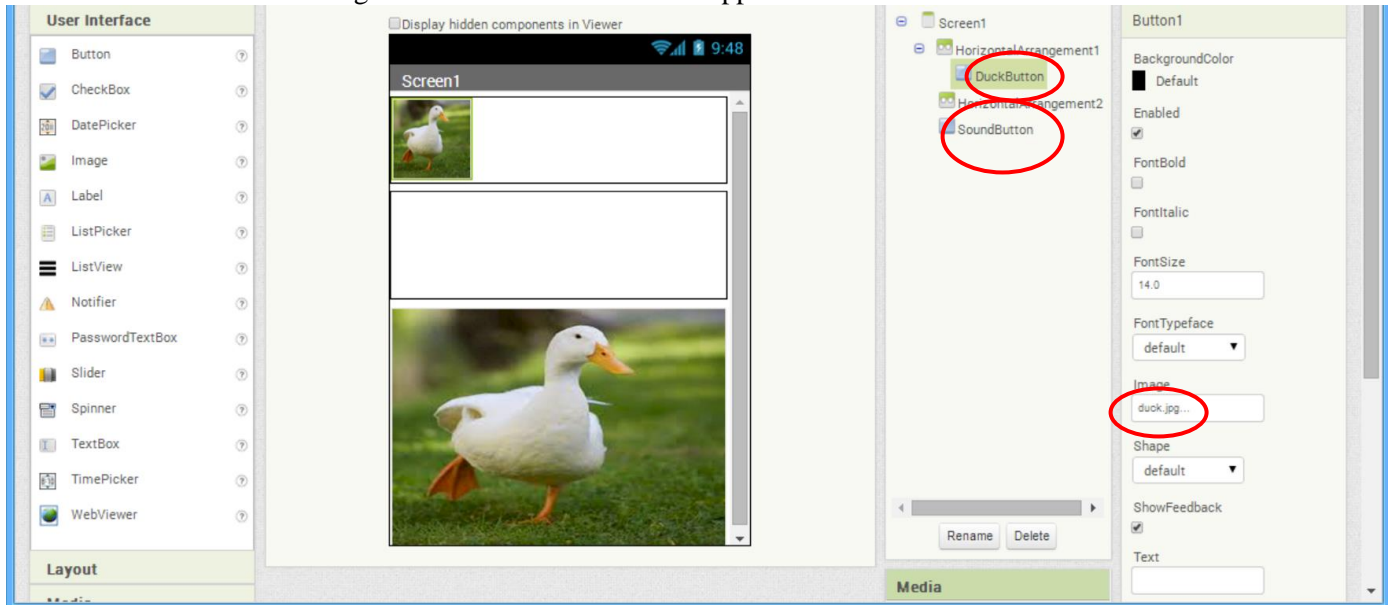
After that, place 4 buttons into the horizontal arrangement. Each button height fill parent, width 25 percent.

Drop a button below the 2 horizontal Arrangements and rename to SoundButton. Height 60% and Width fill parent.



To make block program easier, rename each small button to correspond to pictured object.

Remember to load all the image and sound files used in the app.



Note the App will start with the first animal on upper left. The soundbutton should be identical. Also preload the first animal sound into the soundsource.

You can also use pictures of famous characters and their signature words. Like bugs bunny and What's up doc. Humphrey Bogurt Play it again Sam. Or. RoadRunner Beep Beep. Or Donald Trump, Your Fired. etc