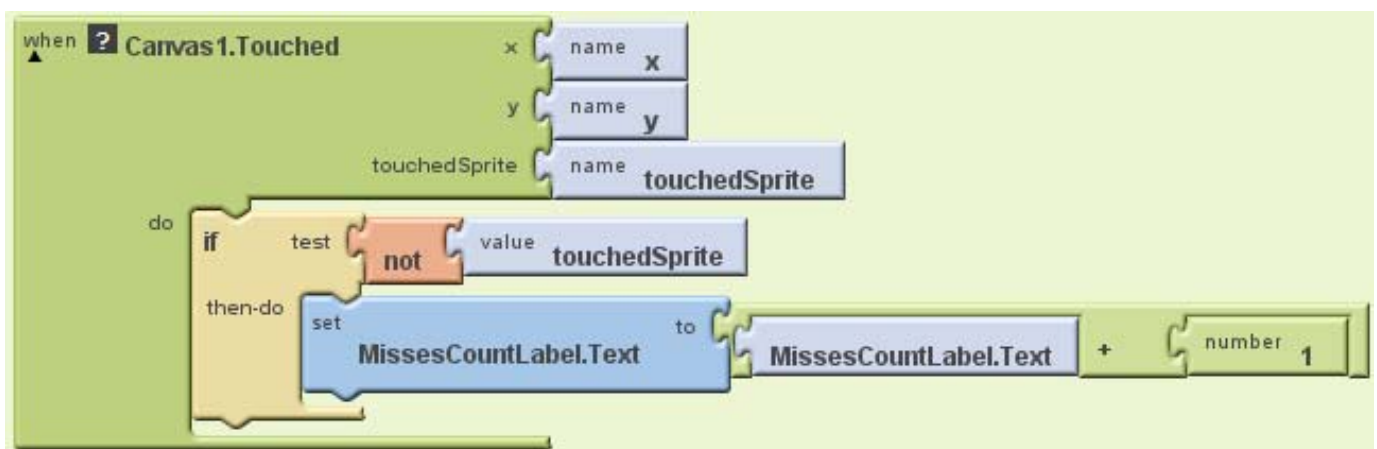
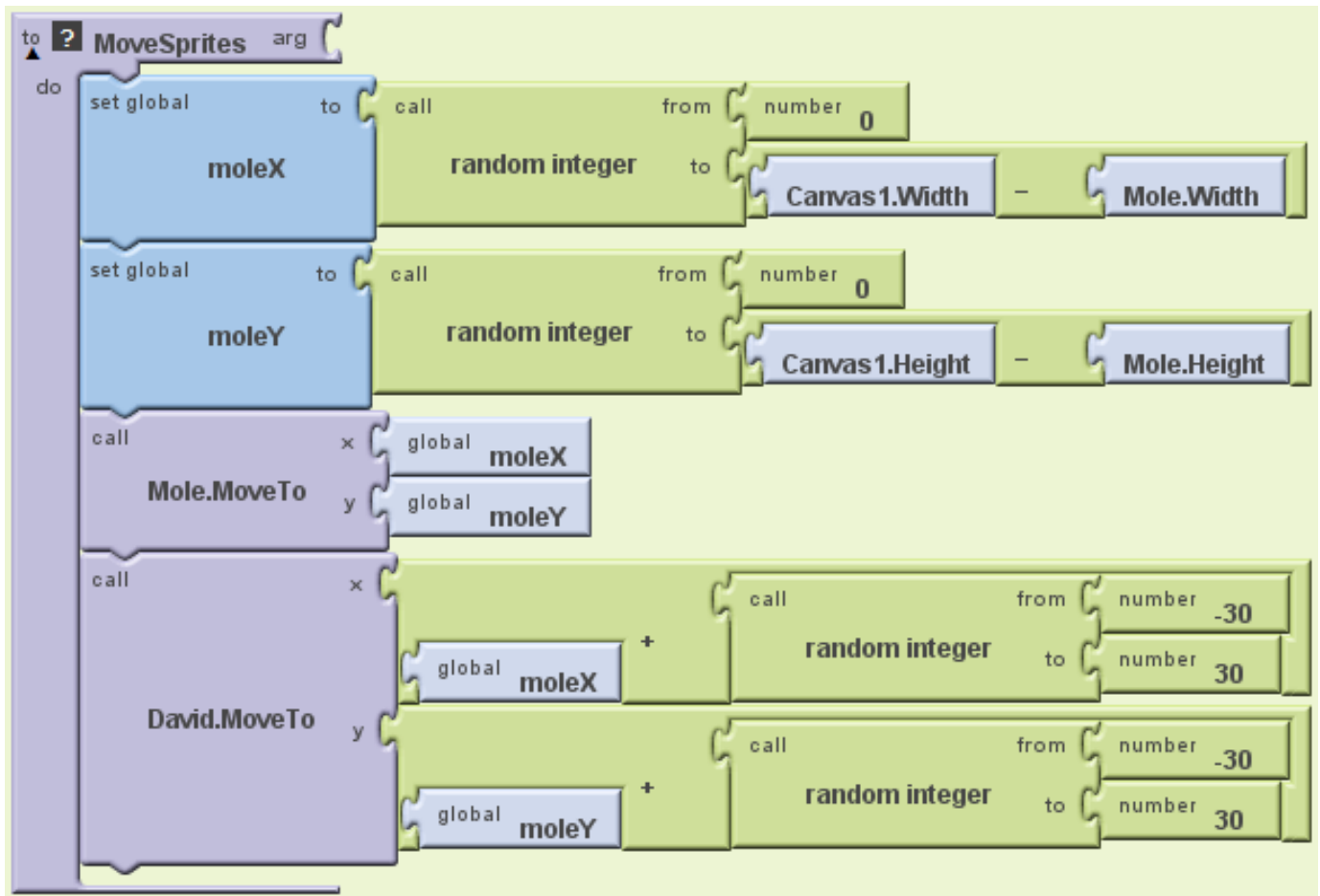


Another brilliant piece of work Mr. N.

APP	TIPS
12/12	10/10

1. Refer to the following App Inventor block diagrams to complete the table given on the next page.



For each name given in the tables, **circle the letter** that corresponds to the term that **best** describes it. (12 APP)

A. Procedure
E. Event

B. Event Handler
F. Method

C. Argument
G. Component

D. Variable
H. Property

Mole	A.	B.	C.	D.	E.	F.	G.	H.
MoleX	A.	B.	C.	D.	E.	F.	G.	H.
MoveTo	A.	B.	C.	D.	E.	F.	G.	H.
Canvas1	A.	B.	C.	D.	E.	F.	G.	H.
Width	A.	B.	C.	D.	E.	F.	G.	H.
Touched	A.	B.	C.	D.	E.	F.	G.	H.

MoveSprites	A.	B.	C.	D.	E.	F.	G.	H.
MissesCountLabel	A.	B.	C.	D.	E.	F.	G.	H.
touchedSprite	A.	B.	C.	D.	E.	F.	G.	H.
Canvas1.Touched	A.	B.	C.	D.	E.	F.	G.	H.
Height	A.	B.	C.	D.	E.	F.	G.	H.
random integer	A.	B.	C.	D.	E.	F.	G.	H.

2. Give a step-by-step explanation of how the following could be accomplished: (10 TIPS)

In the MoleMash game, once the player has hit the mole 10 times, **five** skull and crossbones sprites appear and move randomly about the canvas. The user loses points if he/she...



- ...accidentally taps any of the skull and crossbones pictures.
- ...if any of the skull and crossbones pictures collide with the mole when the user has fewer than 20 hits. Once the user accumulates more than 20 hits, the user is no longer penalized when the skull and crossbones pictures collide with the mole picture.

① every time the # of hits changes, it must be checked to see if it has reached 10 or 20 (done through "if" block placed within all the procedures that change the # of hits)

The Mole Crushers



- ② when the # of hits is between 10 and 20
- the skull and crossbones pictures should all be visible and moving randomly about the canvas (co-ordinates set using "random integer")
 - the skull and crossbones pictures can be moved using the same event handler that is used to move the mole, a separate event handler, or separate event handlers for each skull (What would be the difference?)
 - collisions between the mole and any of the skulls need to be detected (this can be done using event handlers for the "CollidedWith" event)
 - whenever a collision takes place, the player loses points

12
12

- ③ when the number of hits is 20 or more
- collisions are ignored
 - all else remains the same as in ②

Mark depends on
(a) completeness
(b) clarity