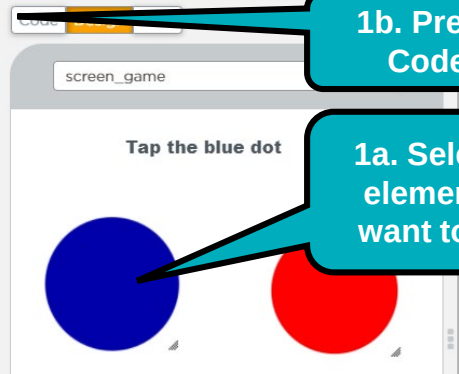


# App Lab Cribsheet

## Scoring

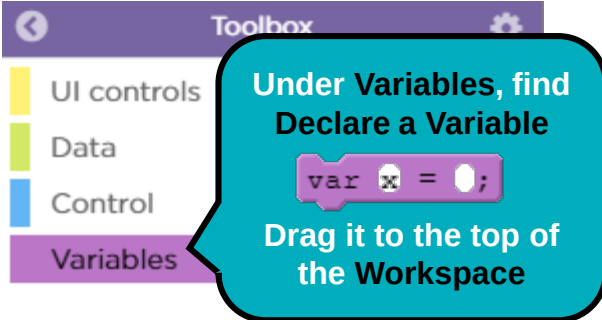
1



1a. Select the element you want to code

1b. Press the Code tab

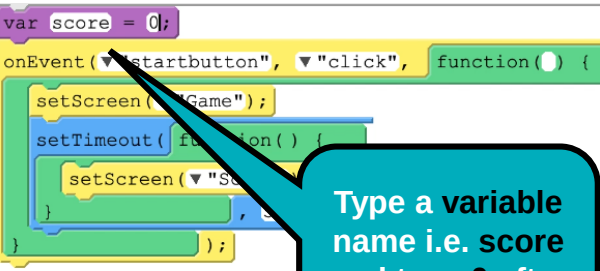
2



Under Variables, find Declare a Variable

```
var x = 0;
```

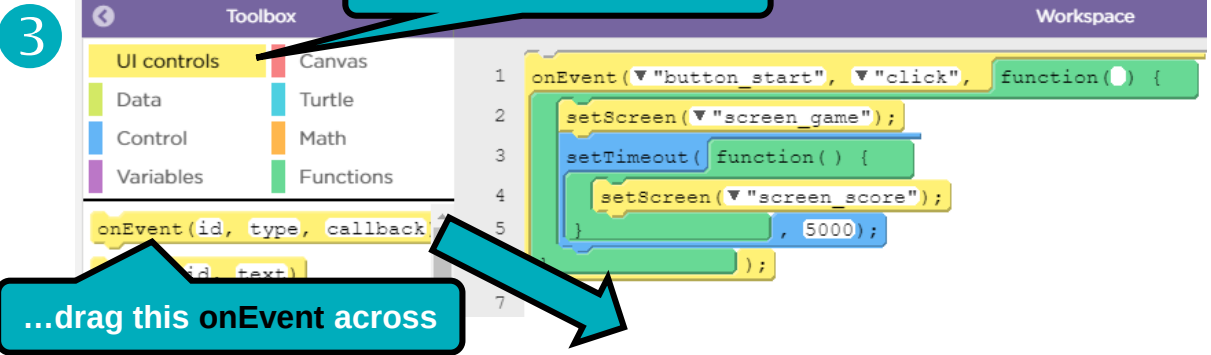
Drag it to the top of the Workspace



```
var score = 0;
```

Type a variable name i.e. score and type 0 after the = sign

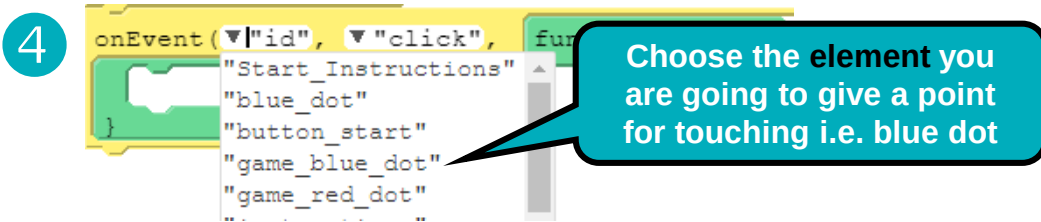
3



Under UI controls...

...drag this onEvent across

4



Choose the element you are going to give a point for touching i.e. blue dot

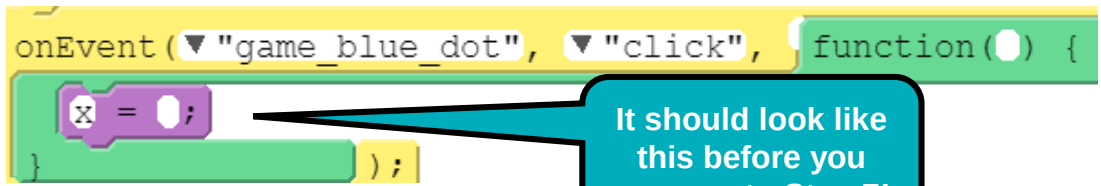
5



Under Variables, find Assign a Variable

```
x = 0;
```

Drag it below Workspace – below the onEvent you were editing in 4

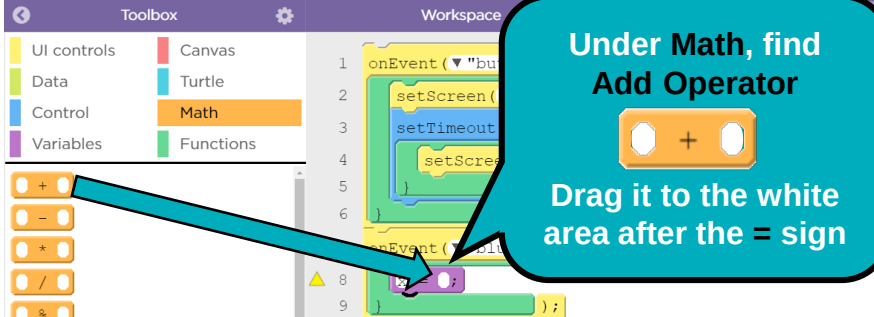


```
onEvent ("game_blue_dot", "click", function() {  
  x = 0;  
});
```


It should look like this before you move onto Step 7!

# App Lab Cribsheet Scoring

6

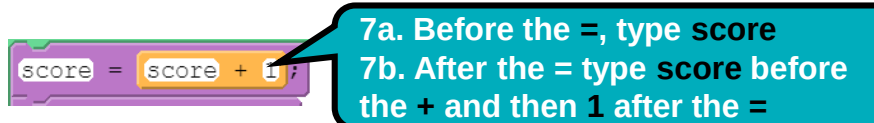


Under Math, find **Add Operator**



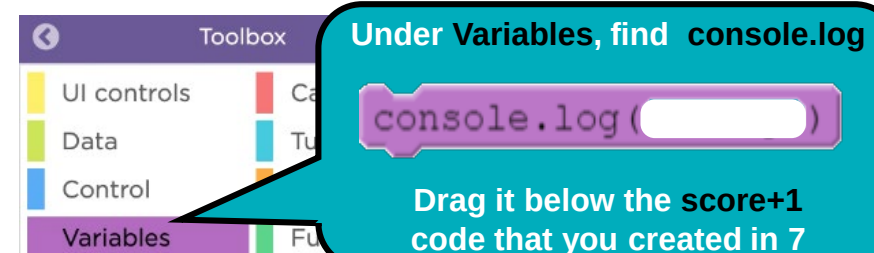
Drag it to the white area after the = sign

7

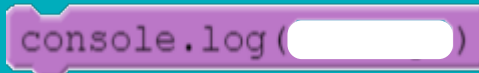


7a. Before the =, type **score**  
7b. After the = type **score** before the + and then **1** after the =

8




Under Variables, find **console.log**




Drag it below the **score+1** code that you created in 7



Delete message and remove any speech marks then type **score**

 You can test your button and scoring works by showing the **Debug Commands** and pressing **Run** then pressing the button e.g. five times



9

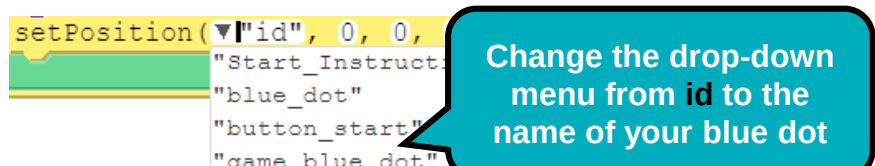


Under UI Controls, find **setPosition**



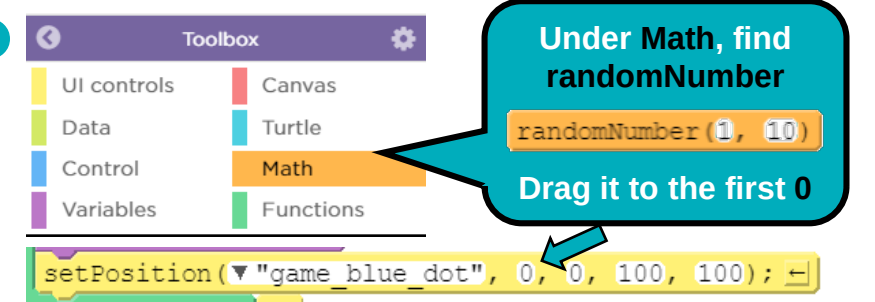
Drag it to below **console.log**

10

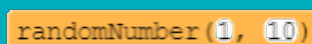


Change the drop-down menu from **id** to the name of your blue dot

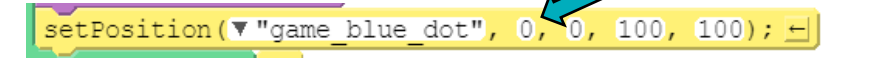
11



Under Math, find **randomNumber**



Drag it to the first **0**



12



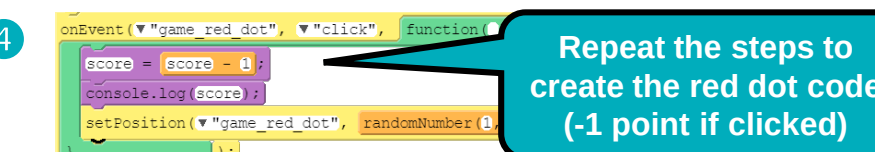
Repeat Step 11 here

13



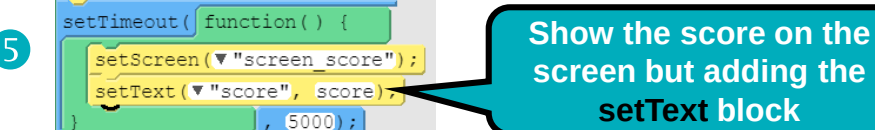
Increase the second number

14



Repeat the steps to create the red dot code (-1 point if clicked)

15



Show the score on the screen but adding the **setText** block