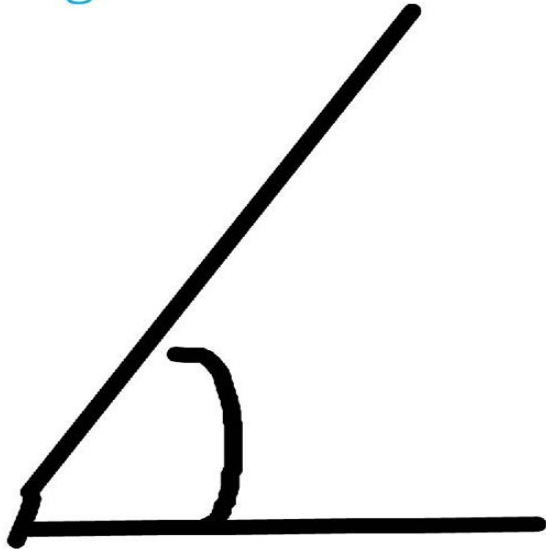


Angle Identifier



Acute Angle
It's an acute angle



**Learn to program on phone
with Pocket Code**

Lesson 7: Angle Identifier

About CEL

Code to Enhance Learning is nonprofit uses coding as a tool to build critical thinking, creativity, collaboration and perseverance in children in grade 5-9.

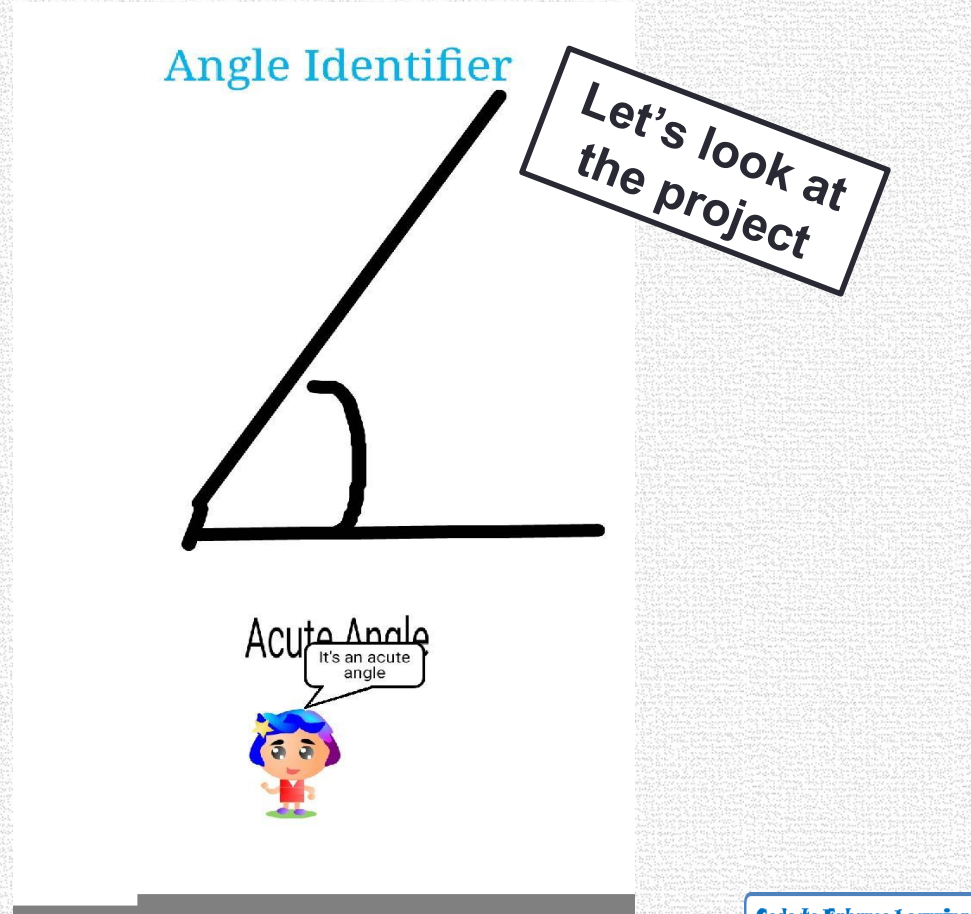


Lesson 7

Angle Identifier

Objective:

We will make an application
“Angle Identifier”.



Let's Recall:

1. What is Sequence?

A logical Order

2. What is Events?

An event in an action due to which something happens.

3. What is Loop?

Repeats a sequence of instructions

4. What is Nested Loop?

Loop within a Loop.

Let's Recall:

5. What is Conditionals?

Conditionals are expressions that evaluate to either true or false.

6. What is Parallelism?

The ability of the brain to do many things (aka, processes) at once

7. What is Broadcasting?

Instructions are transmitted from a sprite or backdrop to cause other things to happen.

Operator:

Operators are a part of an expression and allows us to operate on values i.e. operands. The expression returns a value.

For example,

$$3 + 5 = 8$$

There are 4 types of operators in our scope,

1. *Logic*
2. *Comparative*
3. *Arithmetic*
4. *String*

Logic Operator

And is a Logic Operator which operates on expression and tells us (gives output as True) when both the expressions are True.

For example-

I like Mango **And** My favorite color is pink.

The output will be,
True

Or is also a Logic Operator which operates on expression and tells us (gives output as True) when any one of the expression is True.

For example-

I have one sibling **Or** I have 4 family members

The output will be,
True.

Not is also a Logic Operator which operates on expression and tells us (gives output as) True when the expression is incorrect.

For example-

Not My roll number is 15

The output will be,
True

The underlined sentences are called Operands.

Comparative Operator

Greater than (>) is a comparative operator which compares operands and tells us (gives output) as True when operand 1 is greater than operand 2.

For example-
(Operand 1) Sides of square are greater than (>)
3 (Operand 2).

The output will be,
True

Lesser than (<) is a comparative operator which compares operands and tells us (gives output) as True when operand 1 is lesser than operand 2.

For example-
Number of my sibling is lesser than (<) 5

The output will be,
False

Equal to (=) is a comparative operator which compares operands and tells us (gives output) as True when operand 1 is equal to operand 2.

For example-
My roll number is equal to (=) 1.

The output will be,
True.

The underlined sentences are called Operands.

Angle Identifier: (Teacher Models)

Let's do abstraction (i.e. to identify important details) to make understand project and make it simple

1) What will happen on the stage?

- Sprite will ask us about what angle we want to know about.
- Then according to the value of angle we will see the backdrop.

2) What sprite and backdrop will be needed on the stage?

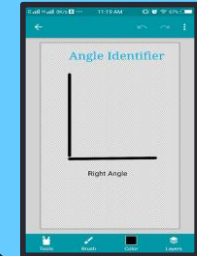
Backdrop



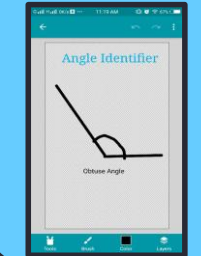
Backdrop



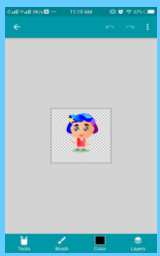
Backdrop



Backdrop



Sprite 1



Angle Identifier: (Teacher Models)

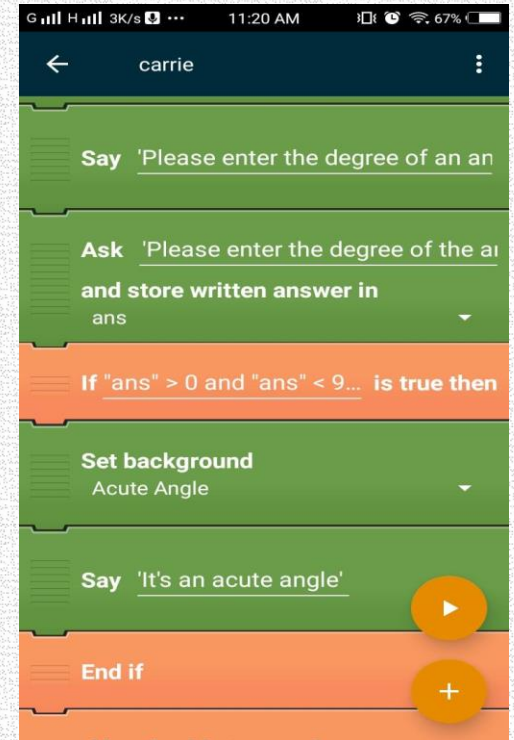
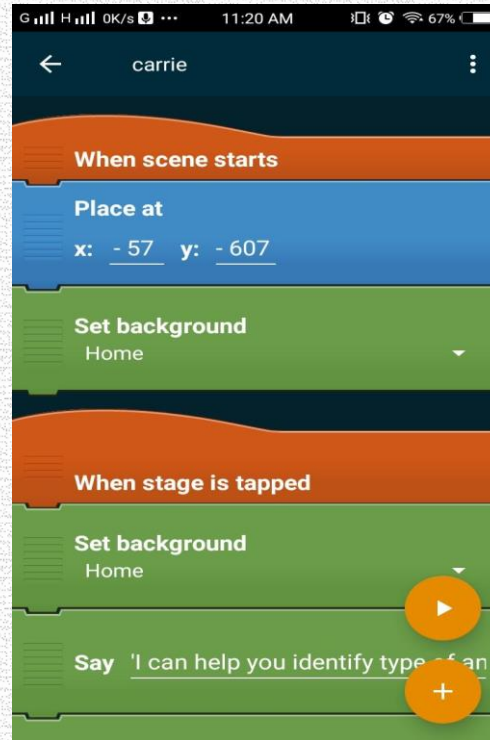
Let's make the project and write codes for the sprites...

Sprite



Codes/Program

S



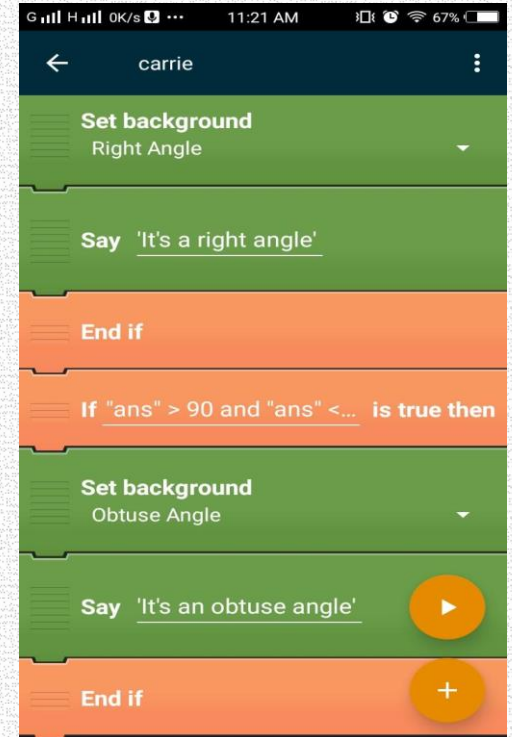
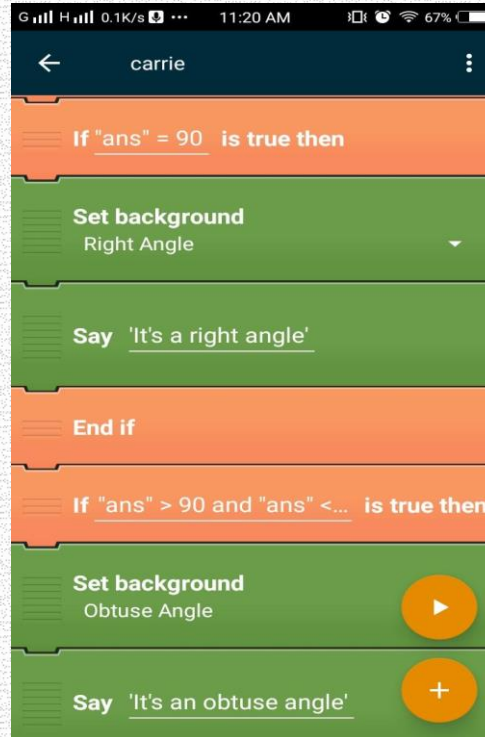
Angle Identifier: (Teacher Models)

Let's make the project and write codes for the sprites...

Sprite



Codes/Programs



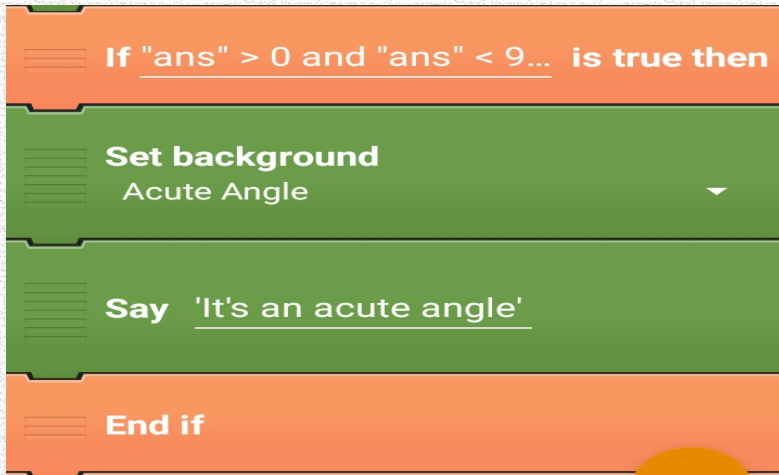
Quiz:

1. What are Operators?

Quiz:

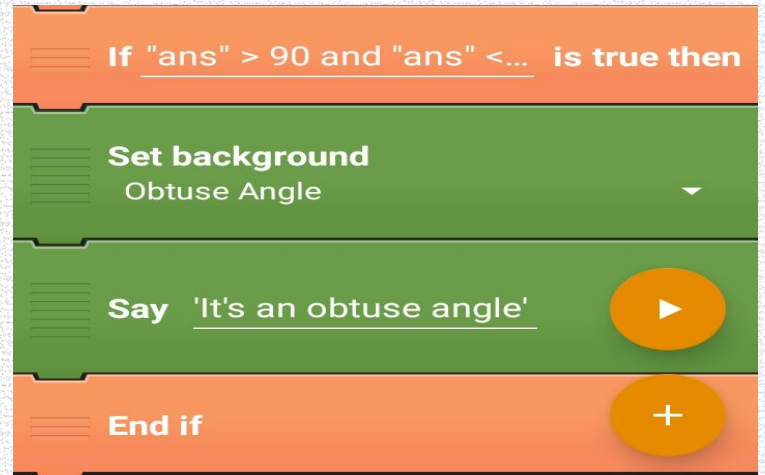
2. Which Code Block will help us to find an acute angle?

A)



Code block A consists of four stacked blocks: an orange 'If "ans" > 0 and "ans" < 90... is true then' block, a green 'Set background Acute Angle' block, a green 'Say 'It's an acute angle'' block, and an orange 'End if' block.

B)



Code block B consists of four stacked blocks: an orange 'If "ans" > 90 and "ans" <... is true then' block, a green 'Set background Obtuse Angle' block, a green 'Say 'It's an obtuse angle'' block, and an orange 'End if' block.

Closing:

- What did we do today?
- What is one thing that you liked in the class the most?
- What did you learn?

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Website: www.codetoenhancelearning.org