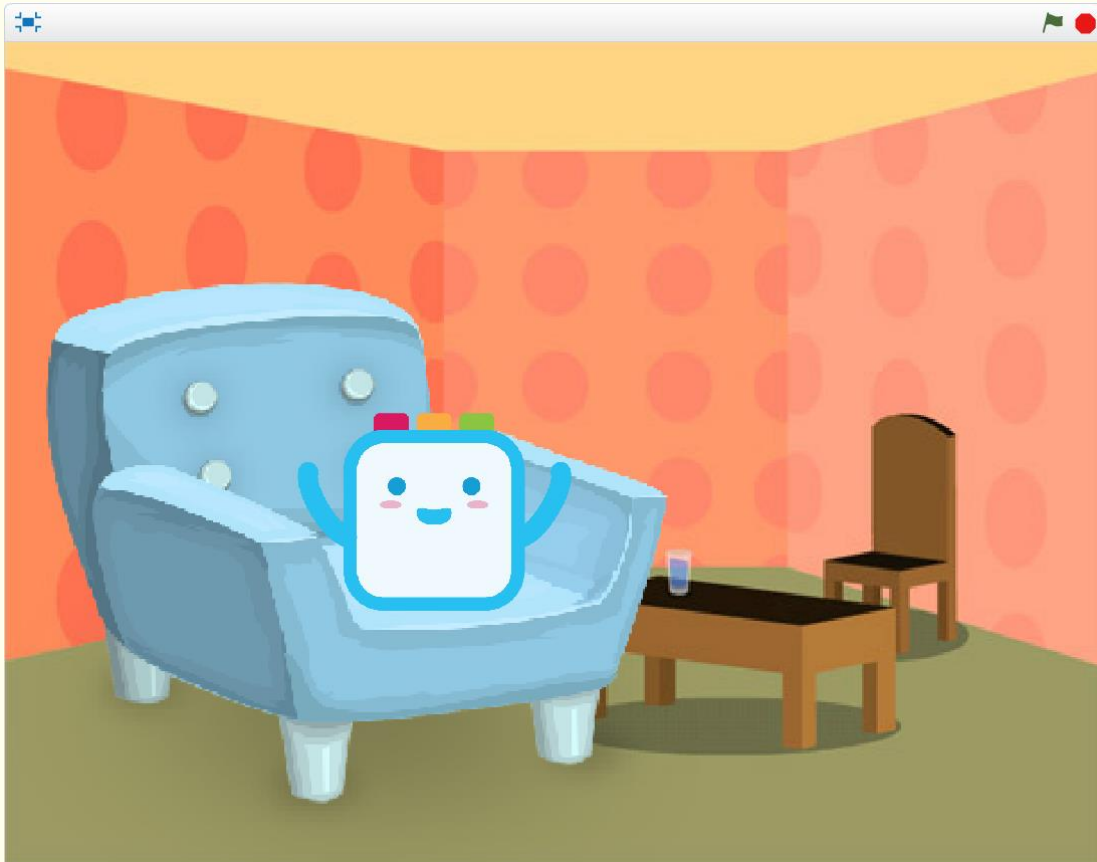


# 14

## Farting Chair

### ● Scratch Project

- Let us make a farting chair.



### ● Cubroid Assembly Mission

- Let us build the chair using the coding block (light sensor).



LIGHT & TOUCH SENSOR






# 14

## Farting Chair

### Scratch Coding Mission

- Let us code a chair that has the light sensor and the value of the light decreases as someone sits on the chair and make the farting sound.

### Frequently used blocks

Major blocks	Block explanation
	<ul style="list-style-type: none"> <li>This block creates conditional sentence.</li> <li>In the "[]. (hexagon)" the condition of the sentence is entered.</li> <li>If the condition is true, the content coded inside is started.</li> </ul>
	<ul style="list-style-type: none"> <li>This is the calculation block that compares the great and small.</li> <li>The result is shown as True or False.</li> <li>You can compare the value of the Cubroid light sensor to the certain value.</li> </ul>
	<ul style="list-style-type: none"> <li>This block moves the sprite to the designated coordinate.</li> </ul>
	<ul style="list-style-type: none"> <li>Stops the script that this block order is connected.</li> </ul>
	<ul style="list-style-type: none"> <li>This block shows the value of Cubroid light sensor block.</li> <li>The value of the light sensor is shown in numbers.</li> </ul>

# 14

## Farting Chair

### ● Coding Mission To Do!

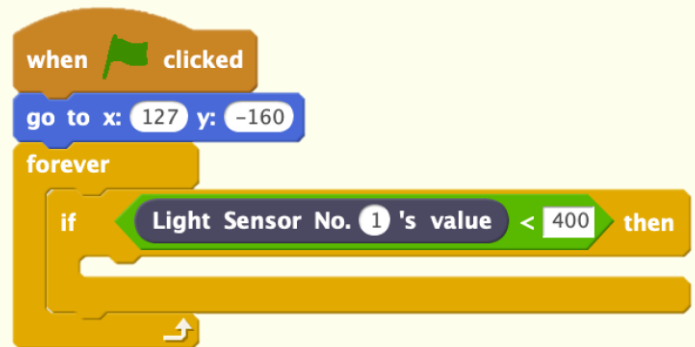
Let us make a farting chair.

- Let us code a chair that has the light sensor and the value of the light decreases as someone sits on the chair and make the farting sound.

#### Step 1

Let us start the following when the flag is clicked:

- 1) Let us Set the position value to have the cubroid sprite to be at the bottom of the screen.
- 2) Let us create the conditional sentence that can check if the value of the light sensor is less than 400. This conditional sentence is only started when it is True.

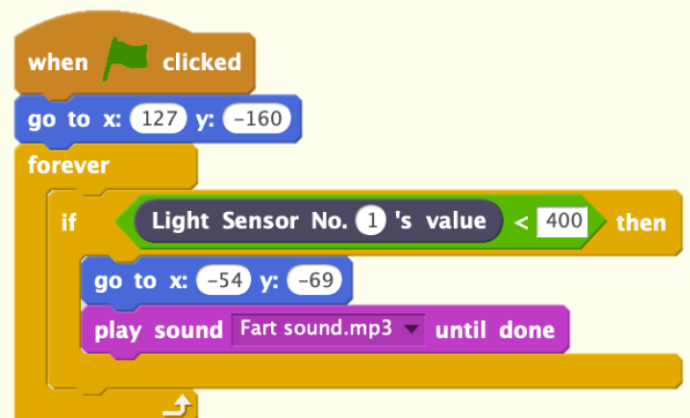


```
when clicked
go to x: 127 y: -160
forever
  if Light Sensor No. 1's value < 400 then
```

#### Step 2

Let us start the following if the value of the light sensor is less than 400.

- 1) Let us set the position value of the Cubroid sprite to be at the "chair" on the Scratch screen.
- 2) Let us make the computer to fart.



```
when clicked
go to x: 127 y: -160
forever
  if Light Sensor No. 1's value < 400 then
    go to x: -54 y: -69
    play sound Fart sound.mp3 until done
```

# 14

## Farting Chair

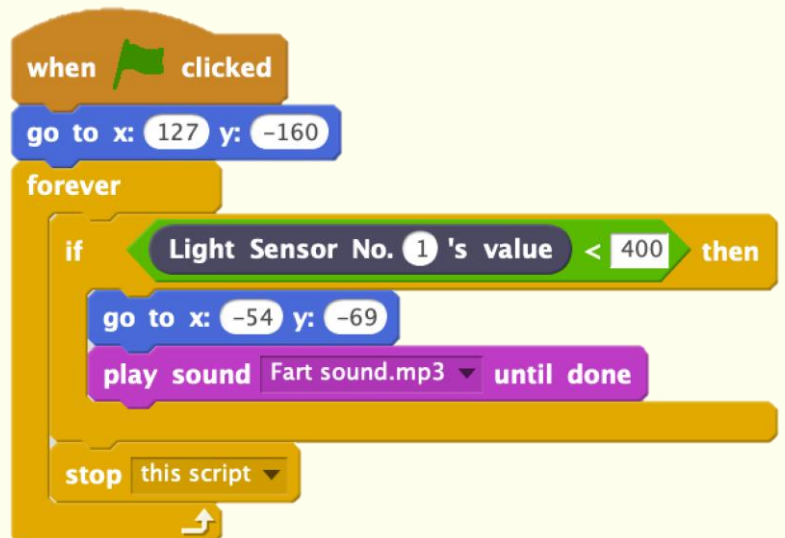
### ● Coding Mission To Do!

Let us make a farting chair.

- Let us code a chair that has the light sensor and the value of the light decreases as someone sits on the chair and make the farting sound.

#### Step 3

Let us code this script to stop when the conditional sentence is True and farts.



```
when clicked
  go to x: 127 y: -160
  forever
    if Light Sensor No. 1's value < 400 then
      go to x: -54 y: -69
      play sound Fart sound.mp3 until done
  stop this script
```