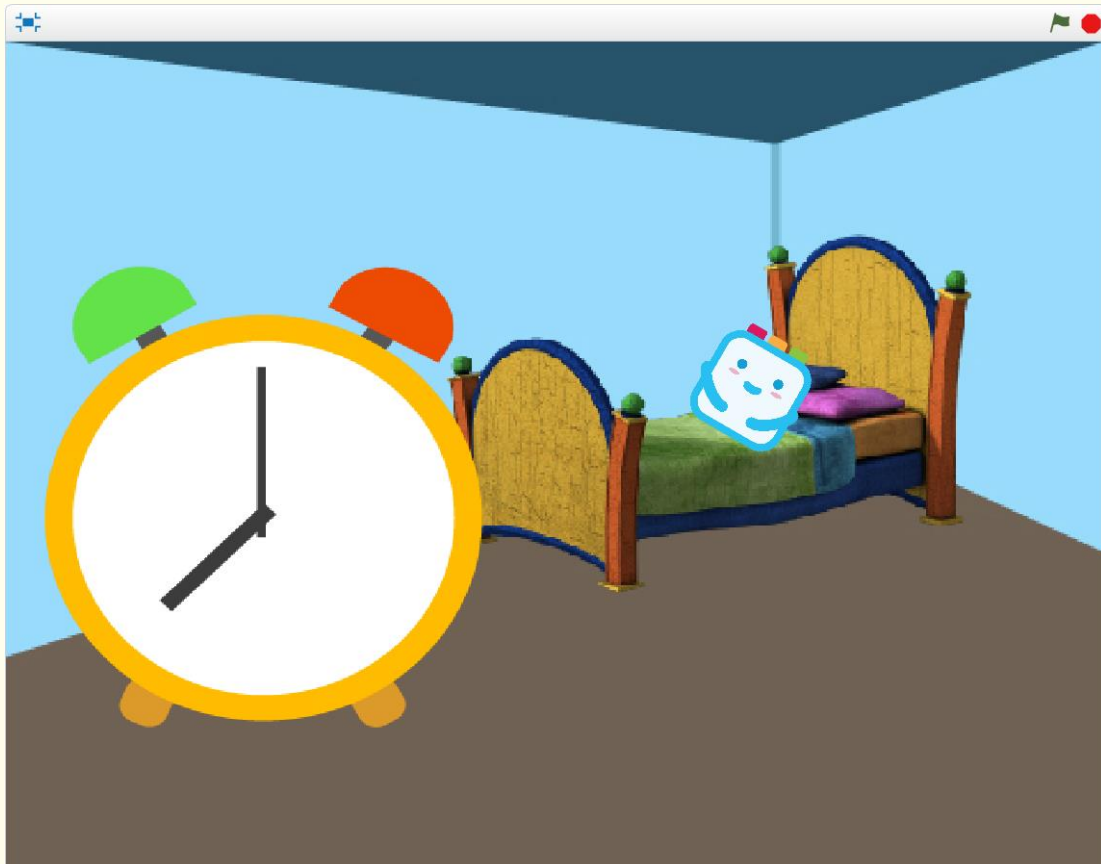


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Morning's Alarm Clock

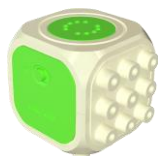
Scratch Project

- Let us build an alarm clock that rings every morning.



Coding Blocks To Use

- Let us build an alarm clock using the coding blocks (light and touch sensor & sound).



SOUND


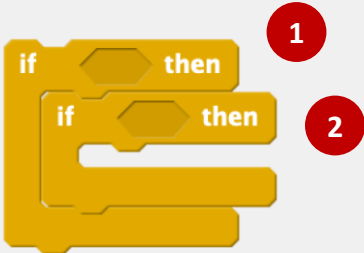




LIGHT & TOUCH SENSOR

Scratch Coding Mission

- Let us code an alarm clock to start ringing when the value of light & touch sensor block is greater than 100 and to stop ringing when the touch sensor is pushed.

Frequently used blocks

Major blocks	Block explanation
	<ul style="list-style-type: none"> This block creates conditional sentence. In the "[]. (hexagon)" the condition of the sentence is entered. If the condition is true, the content coded inside is started.
	<ul style="list-style-type: none"> If there is a conditional sentence within the conditional sentence, the conditional sentence number 2 is judged when the result of the conditional sentence number 1 is True. If the result of the conditional sentence number 1 is False, conditional sentence number 2 is not started.
	<ul style="list-style-type: none"> This calculation block compares the great and small. The result is shown as True or False. You can compare the value of the Cubroid light sensor to the certain value.
	<ul style="list-style-type: none"> All stop block stops all scripts. All sprites and blocks on the stage are stop at the same time.

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Morning's Alarm Clock

Coding Mission To Do!

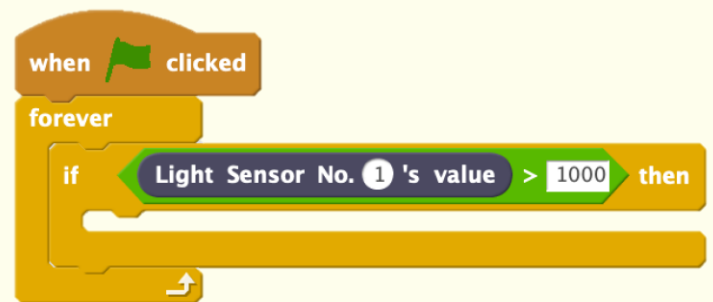
Let us build an alarm clock that rings every morning.

- Let us code an alarm clock to start ringing when the value of light & touch sensor block is greater than 100 and to stop ringing when the touch sensor is pushed.

Step 1

Let us create a conditional sentence that can check if it is morning or not when you click the flag.

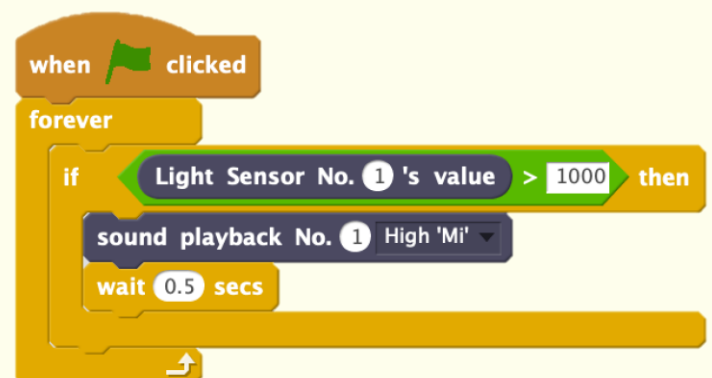
- Create a condition to check if the value of the touch sensor is greater than 1000 or not.
- The condition is started when it is True.
- The conditional statement is not started only for once, and the repetition is continued without stopping.



Step 2

Let us code the clock to start ringing when the condition is True.

- If you put the conditional sentence in the endless loop, the starting part area is started when the condition is fulfilled.



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Morning's Alarm Clock

● Coding Mission To Do!

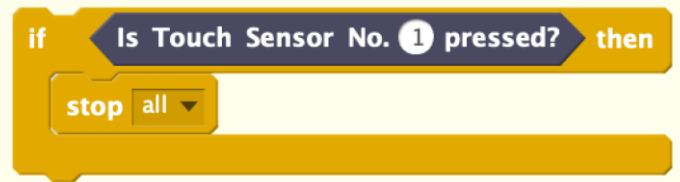
Let us build an alarm clock that rings every morning.

- Let us code an alarm clock to start ringing when the value of light & touch sensor block is greater than 100 and to stop ringing when the touch sensor is pushed.

Step 3

Let us code the script to stop all blocks that are running.

- The following condition is started only when it is true.

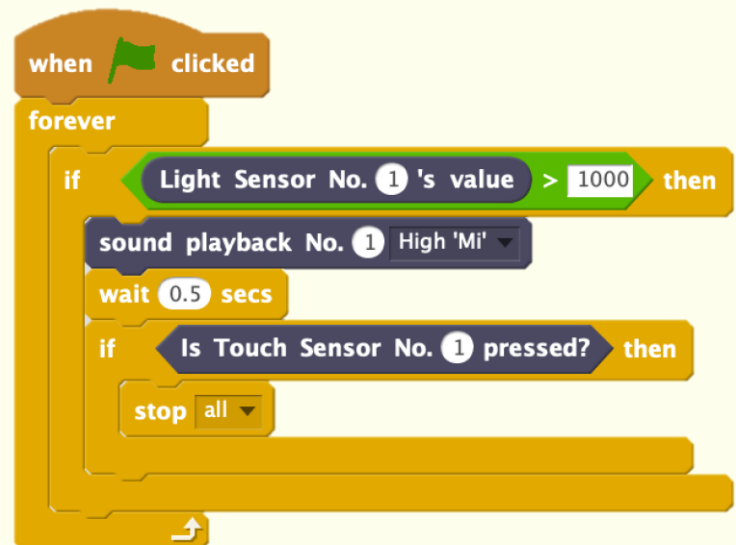


```
if Is Touch Sensor No. 1 pressed? then
  stop all
```

Step 4

Let us think about the position of the conditional statement coded in step 3.

- You have to be able to tell if the touch sensor is pushed when the alarm clock is ringing.



```
when clicked
  forever
    if Light Sensor No. 1's value > 1000 then
      sound playback No. 1 High 'Mi'
      wait 0.5 secs
      if Is Touch Sensor No. 1 pressed? then
        stop all
```