



Εφαρμογές Πληροφορικής Α' Λυκείου

- Δημιουργία εφαρμογής στο app inventor
- Κατανόηση της έννοιας της μεταβλητής και της δομής επιλογής (Απλής-Σύνθετης-Πολλαπλής)

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ΠΡΟΤΥΠΟ ΓΕΛ ΖΩΣΙΜΑΙΑΣ ΣΧΟΛΗΣ ΙΩΑΝΝΙΝΩΝ

31-1-22

Πανελλήνιες 2021



Υπολογισμός μορίων



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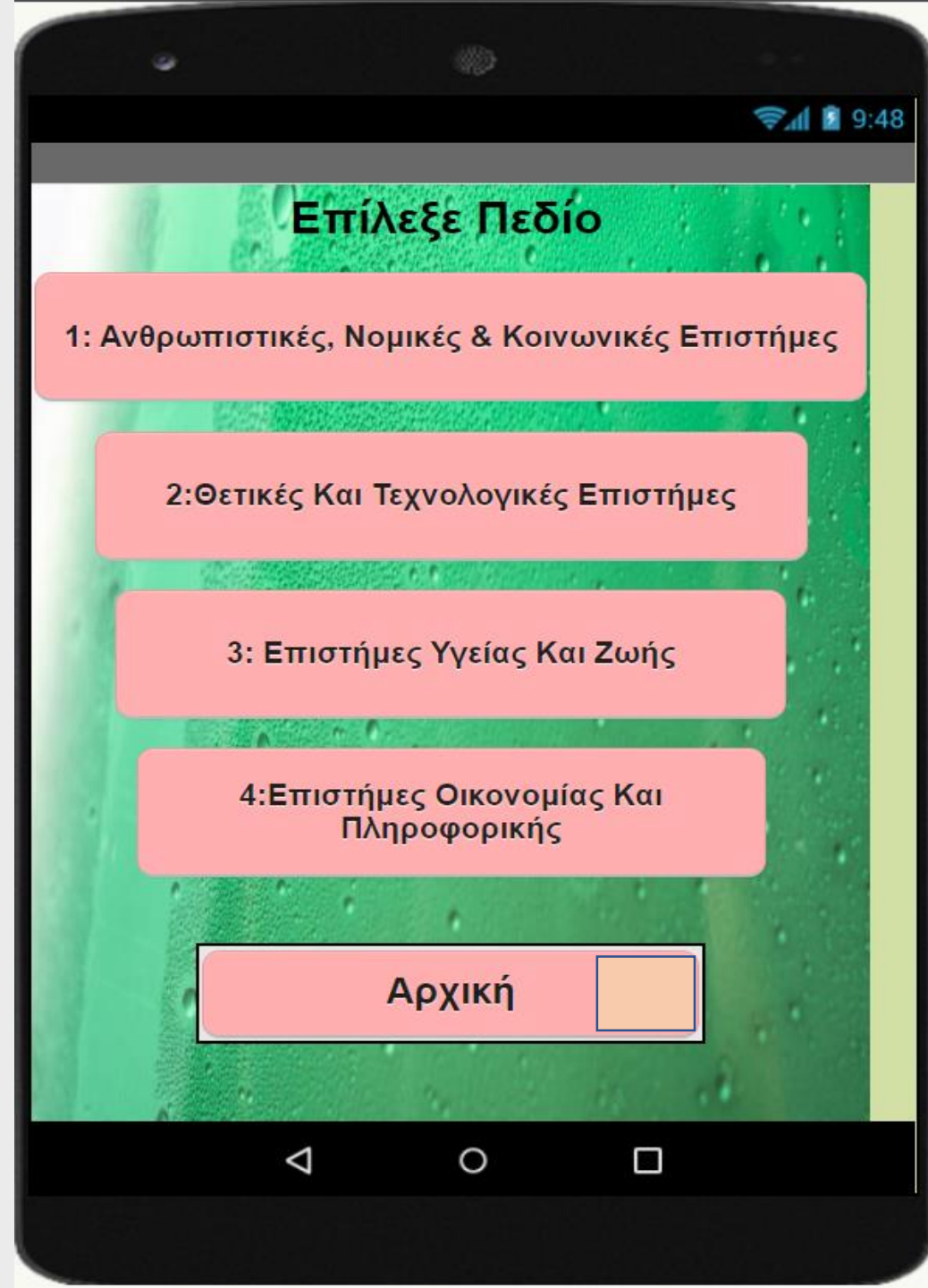


when Button1 .Click

do open another screen screenName Screen3

when Button2 .Click

do open another screen screenName Screen2



Επίλεξε Πεδίο

1: Ανθρωπιστικές, Νομικές & Κοινωνικές Επιστήμες

2: Θετικές Και Τεχνολογικές Επιστήμες

3: Επιστήμες Υγείας Και Ζωής

4: Επιστήμες Οικονομίας Και Πληροφορικής

Αρχική





```
when Button6 .Click  
do open another screen screenName Screen1
```

```
when Button1 .Click  
do open another screen screenName Screen4
```

```
when Button2 .Click  
do open another screen screenName Screen5
```

```
when Button3 .Click  
do open another screen screenName Screen6
```

```
when Button4 .Click  
do open another screen screenName Screen7
```

1: Ανθρωπιστικές, Νομικές & Κοινωνικές Επιστήμες

Αρχαία Ελληνικά

Ιστορία

Λατινικά

Νεοελληνική Γλώσσα

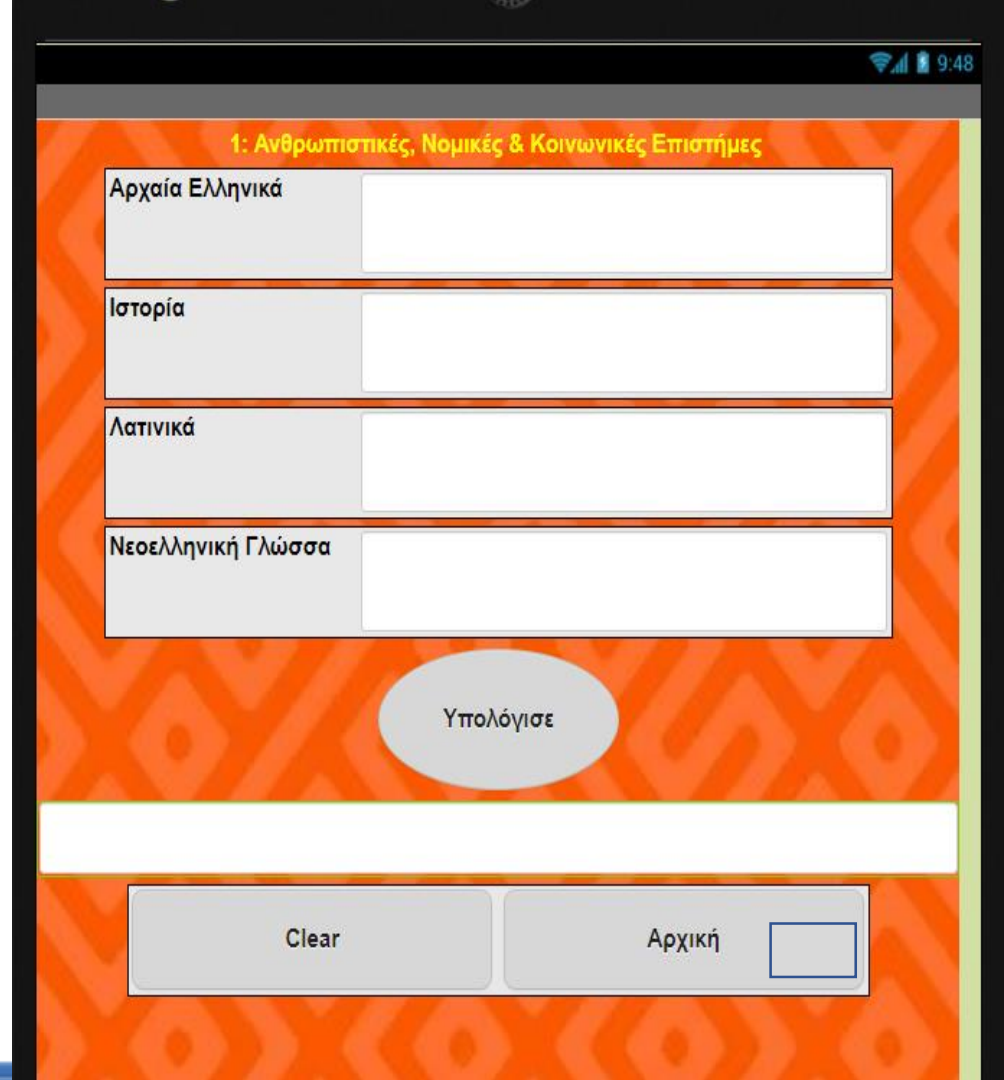
Υπολόγισε

Clear

$$\text{Μόρια} = [(a+b+c+d) \cdot 2 + a \cdot 1.3 + b \cdot 0.7] \cdot 100$$

The image shows a Scratch script for a calculator application. The script is organized into several sections:

- Initialization:** A yellow block "initialize global m to 0" is at the top.
- Button 1 Click:** A "when Button1 .Click" block contains a "do" loop with five "set global" blocks: "set global a to TextBox1 .Text", "set global b to TextBox2 .Text", "set global c to TextBox3 .Text", "set global d to TextBox4 .Text", and "set global m to".
- Button 2 Click:** A "when Button2 .Click" block contains a "do" loop with four "set" blocks: "set TextBox1 .Text to", "set TextBox2 .Text to", "set TextBox3 .Text to", and "set TextBox5 .Text to".
- Button 3 Click:** A "when Button3 .Click" block contains a "do" loop with "open another screen screenName Screen1".
- Global Variables:** Below the button click blocks are four "initialize global" blocks: "initialize global a to 0", "initialize global b to 0", "initialize global c to 0", and "initialize global d to 0".
- Calculation:** A large blue block contains the calculation: $(\text{get global a} + \text{get global b} + \text{get global c} + \text{get global d}) \times 2 + \text{get global a} \times 1.3 + \text{get global b} \times 0.7$. The result is multiplied by 100.
- Output:** A "set TextBox5 .Text to get global m" block is at the bottom.



1: Ανθρωπιστικές, Νομικές & Κοινωνικές Επιστήμες

Αρχαία Ελληνικά	18
Ιστορία	19
Λατινικά	20
Νεοελληνική Γλώσσα	16

Υπολόγισε

17940

Clear Αρχική

2:Θετικές Και Τεχνολογικές Επιστήμες

Μαθηματικά

Φυσική

Χημεία

Νεοελληνική Γλώσσα

Υπολόγισε

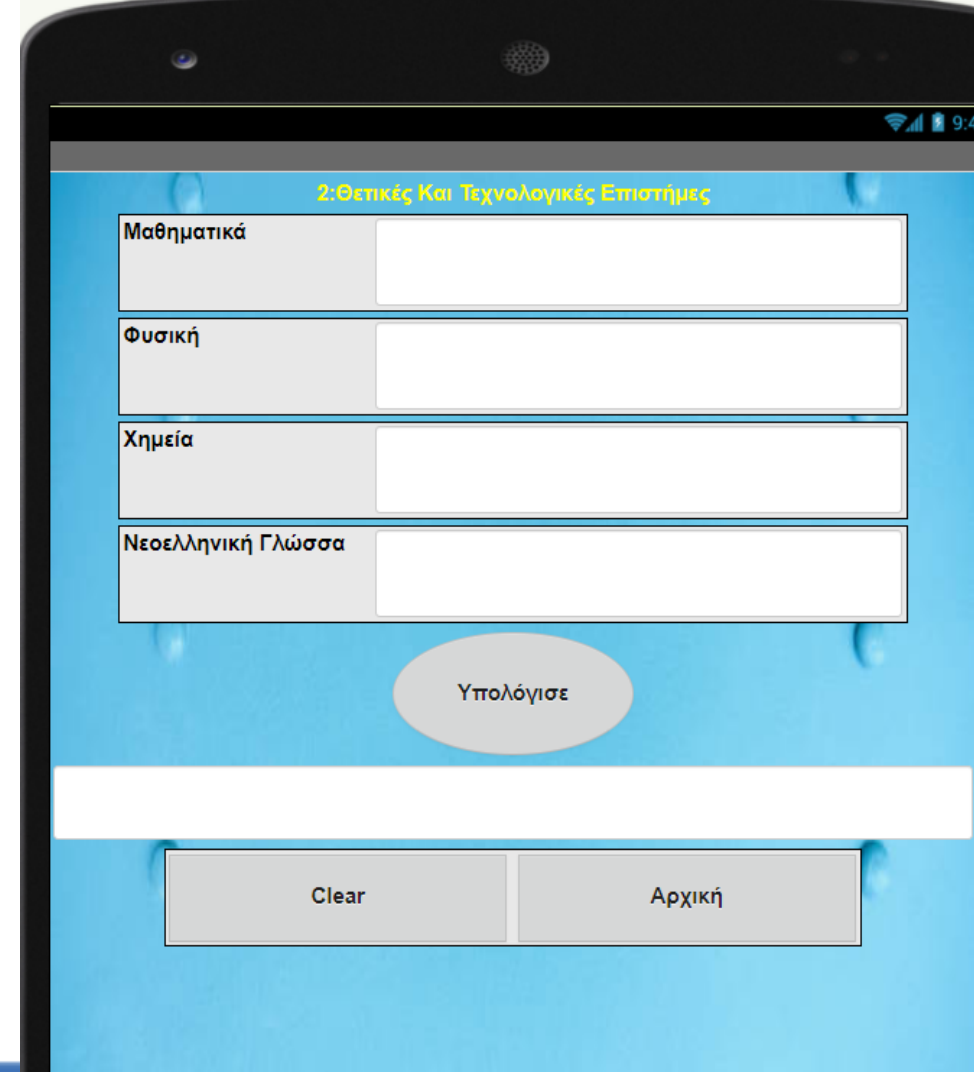
Clear

Αρχική

$$\text{Μόρια} = [(a+b+c+d) \cdot 2 + a \cdot 1.3 + b \cdot 0.7] \cdot 100$$

The Scratch code is organized as follows:

- Global Initialization:** A block "initialize global m to 0".
- Button1 Click:** A "when Button1 .Click" event listener with a "do" loop containing:
 - set global a to TextBox1 .Text
 - set global b to TextBox2 .Text
 - set global c to TextBox3 .Text
 - set global d to TextBox4 .Text
 - set global m to a complex calculation block.
- Button2 Click:** A "when Button2 .Click" event listener with a "do" loop containing:
 - set TextBox1 .Text to ""
 - set TextBox2 .Text to ""
 - set TextBox3 .Text to ""
 - set TextBox4 .Text to ""
 - set TextBox5 .Text to ""
- Button3 Click:** A "when Button3 .Click" event listener with a "do" loop containing:
 - open another screen screenName Screen1
 - initialize global a to 0
 - initialize global c to 0
 - initialize global b to 0
 - initialize global d to 0
- Calculation Block:** A large blue block representing the formula: $(\text{get global a} + \text{get global b} + \text{get global c} + \text{get global d}) \times 2 + \text{get global a} \times 1.3 + \text{get global b} \times 0.7$, followed by $\times 100$.
- Final Step:** A block "set TextBox5 .Text to get global m".



3: Επιστήμες Υγείας Και Ζωής

Βιολογία

Χημεία

Φυσική

Νεοελληνική Γλώσσα

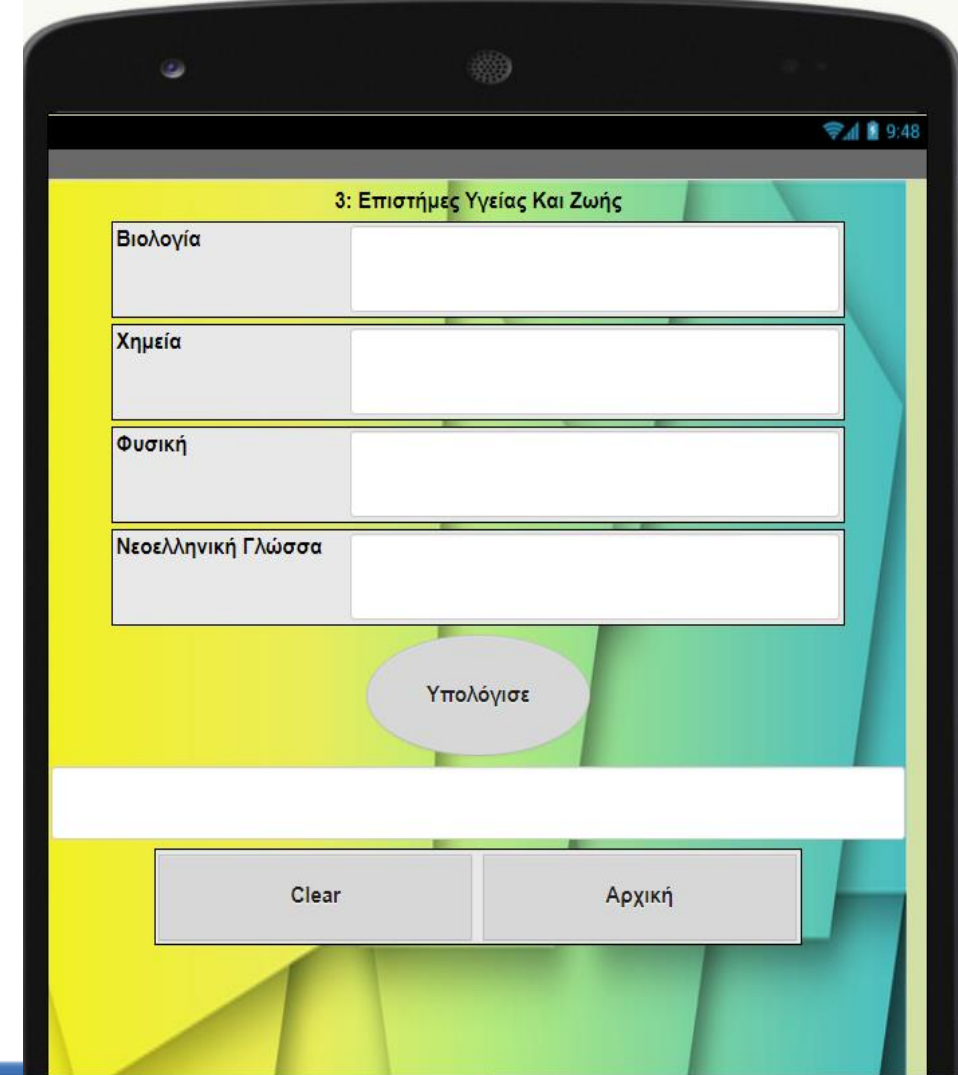
Υπολόγισε

Clear Αρχική

$$\text{Μόρια} = [(a+b+c+d) \cdot 2 + a \cdot 1.3 + b \cdot 0.7] \cdot 100$$

The image shows a Scratch script for a mobile application. The script is organized into several sections:

- Initialization:** A block 'initialize global m to 0' is followed by a 'when Button1 .Click' event listener. Inside this listener, four 'set global' blocks are used to initialize variables a, b, c, and d to the text of TextBox1, TextBox2, TextBox3, and TextBox4 respectively. A final 'set global m to' block is followed by a large blue calculation block.
- Calculation:** The blue block implements the formula: $[(a+b+c+d) \cdot 2 + a \cdot 1.3 + b \cdot 0.7] \cdot 100$. It uses 'get global' blocks for a, b, c, and d, and multiplies the sum of these by 2, then adds $a \cdot 1.3$ and $b \cdot 0.7$, and finally multiplies the result by 100.
- Button2 Click:** A 'when Button2 .Click' event listener with a 'do' loop containing four 'set TextBox' blocks, each setting the text of a text box to an empty string.
- Button3 Click:** A 'when Button3 .Click' event listener with a 'do' loop containing an 'open another screen' block set to 'Screen1', followed by four 'initialize global' blocks for a, b, c, and d, each set to 0.
- Final Action:** A 'set TextBox5 .Text to' block that sets the text of TextBox5 to the value of the global variable m.



4:Επιστήμες Οικονομίας Και Πληροφορικής

Μαθηματικά

Οικονομία

Πληροφορική

Νεοελληνική Γλώσσα

Υπολόγισε

Clear

Αρχική

$$\text{Μόρια} = [(a+b+c+d) \cdot 2 + a \cdot 1.3 + b \cdot 0.7] \cdot 100$$

The image displays the Scratch code for a mobile application and the application's user interface. The code is organized into several event-driven blocks:

- Initialization:** A block "initialize global m to 0" sets the total score variable.
- Button 1 Click:** A "do" block containing five "set global" blocks that link variables a, b, c, d, and m to the text of TextBox1 through TextBox5, respectively.
- Button 2 Click:** A "do" block containing four "set" blocks that reset the text of TextBox1, TextBox2, TextBox3, and TextBox4 to empty strings.
- Button 3 Click:** A "do" block containing an "open another screen" block to navigate to "Screen1", followed by four "initialize global" blocks that reset variables a, b, c, and d to 0.
- Calculation:** A large blue "do" block implements the formula. It uses "get global" blocks to retrieve values from a, b, c, and d. These are combined with multiplication and addition blocks to calculate the score, which is then stored in the global variable m.
- Output:** A final "set" block updates the text of TextBox5 with the value of global m.

The mobile app interface on the right shows the following elements:

- Title:** "4: Επιστήμες Οικονομίας Και Πληροφορικής"
- Inputs:** Four text boxes labeled "Μαθηματικά", "Οικονομία", "Πληροφορική", and "Νεοελληνική Γλώσσα".
- Action:** A large oval button labeled "Υπολόγισε" (Calculate).
- Navigation:** Two rectangular buttons at the bottom labeled "Clear" and "Αρχική" (Home).

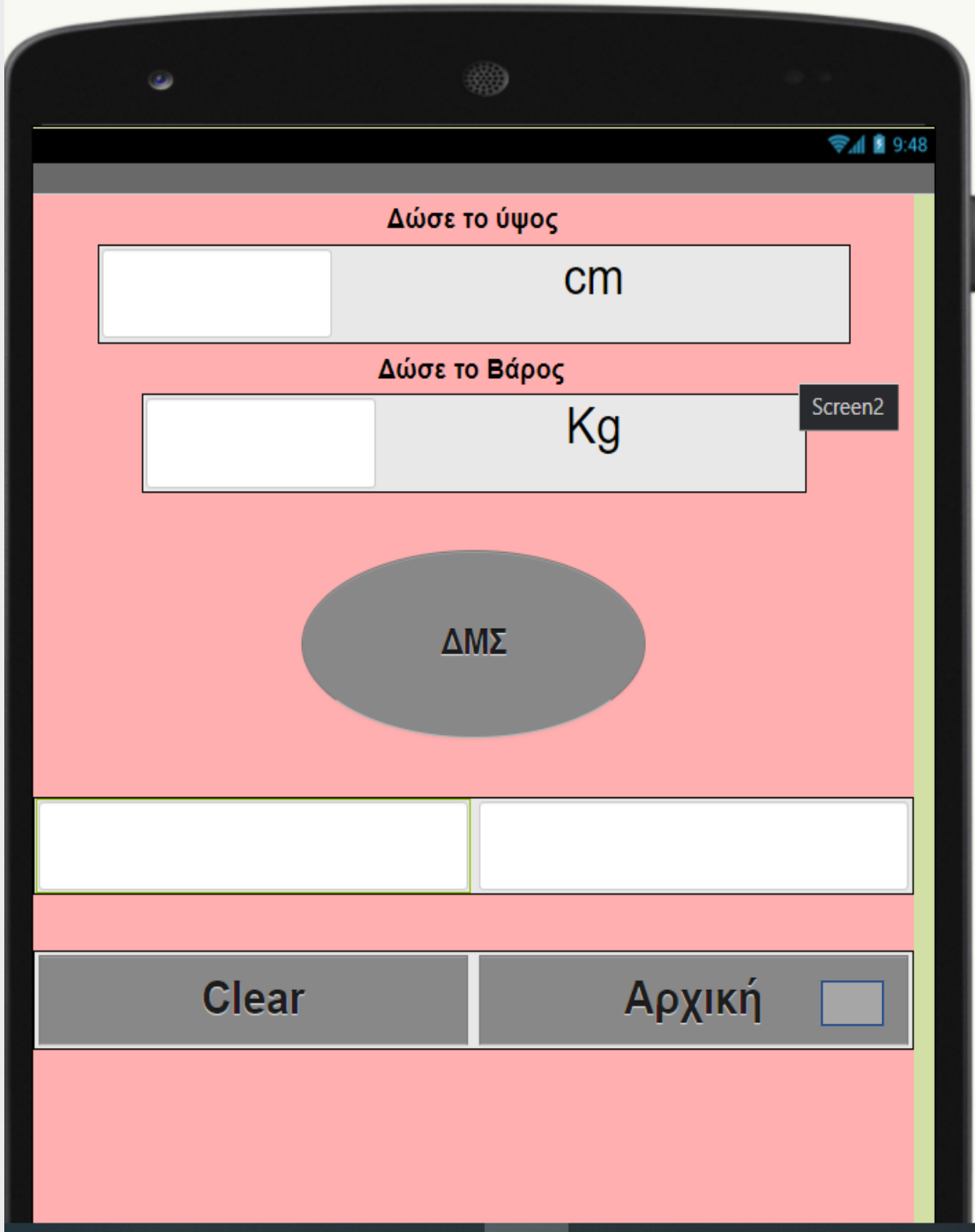
4:Επιστήμες Οικονομίας Και Πληροφορικής

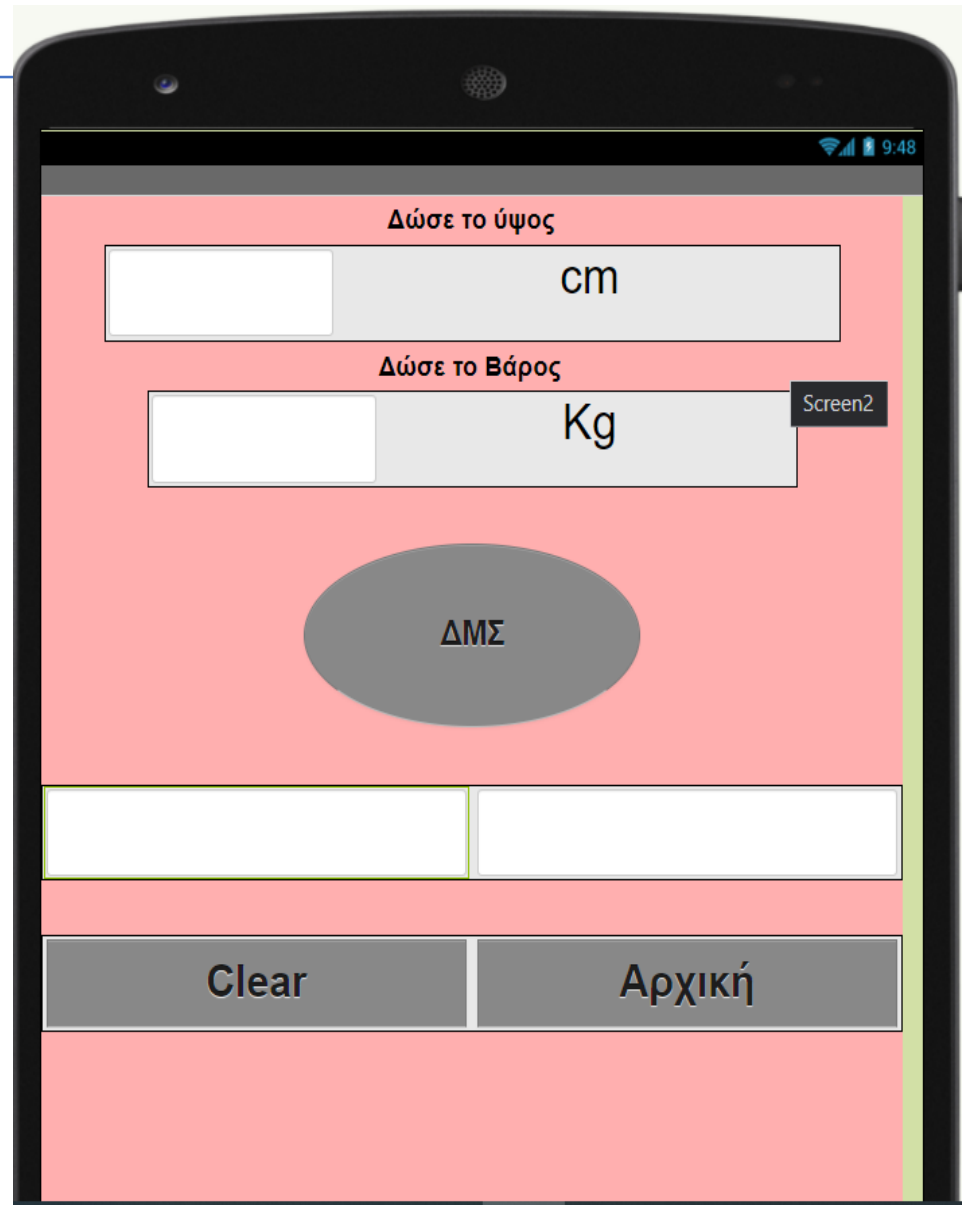
Μαθηματικά	16
Οικονομία	19
Πληροφορική	18
Νεοελληνική Γλώσσα	15

Υπολόγισε

16670

Clear Αρχική





```
initialize global B to 1 initialize global Y to 1 initialize global Δ to 1

when Button1 .Click
do
  set global Y to TextBox1 . Text
  set global B to TextBox2 . Text
  set global Δ to (get global B * 10000 / (get global Y ^ 2))
  set TextBox3 . Text to get global Δ
  if (get global Δ ≥ 25)
  then
    set TextBox4 . BackgroundColor to red
    set TextBox4 . Text to "Παχύσαρκος"
  else if (get global Δ ≥ 20)
  then
    set TextBox4 . BackgroundColor to green
    set TextBox4 . Text to "Κανονικός"
  else
    set TextBox4 . BackgroundColor to blue
    set TextBox4 . Text to "Λιποβαρής"

when Button2 .Click
do
  set TextBox1 . Text to "0"
  set TextBox2 . Text to "0"
  set TextBox3 . Text to "0"
  set TextBox4 . Text to "0"
  set TextBox4 . BackgroundColor to white

when Button3 .Click
do
  open another screen screenName Screen1
```

Δώσε το ύψος

170 cm

Δώσε το Βάρος

60 Kg

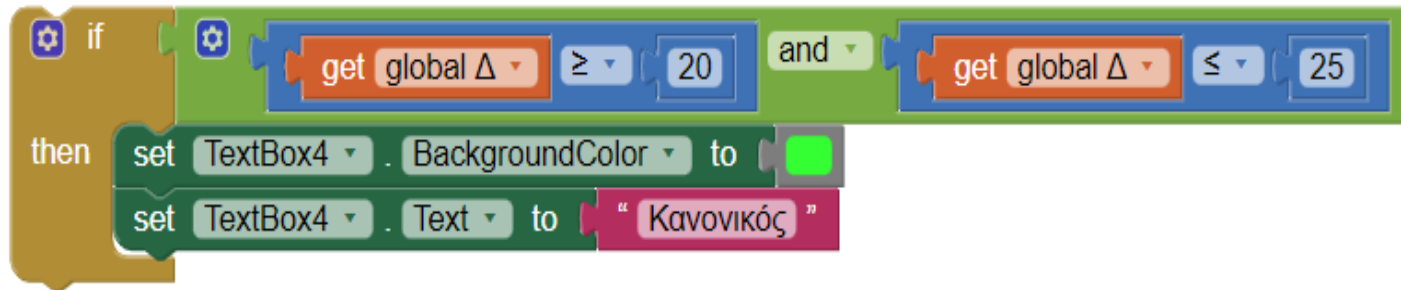
Screen2

ΔΜΣ

20.76 Κανονικός

Clear Αρχική

Απλή δομή επιλογής



Σύνθετη δομή επιλογής



Πολλαπλή δομή επιλογής



Ευχαριστούμε για την
προσοχή σας!

