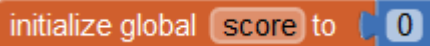


Define the functionality of the components of the Pong game-The Blocks Editor

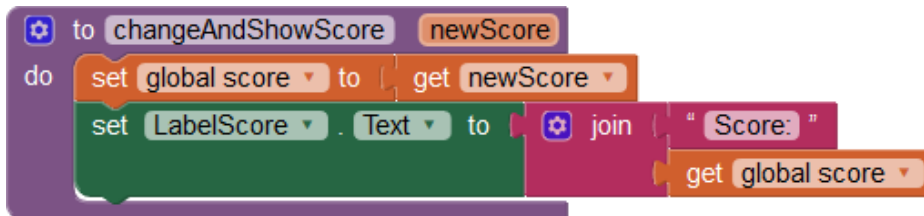
Step 1



initialize global score to 0

The global variable “score” with initial value 0 is created.

Step 2

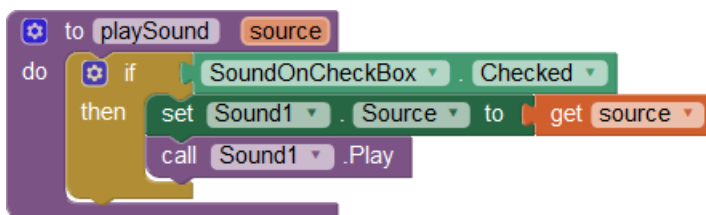


```

to changeAndShowScore newScore
do
  set global score to get newScore
  set LabelScore . Text to join " Score: " get global score
  
```

ChangeAndShowScore is a procedure definition. NewScore is its argument.

Step 3



```

to playSound source
do
  if SoundOnCheckBox . Checked
  then
    set Sound1 . Source to get source
    call Sound1 . Play
  
```

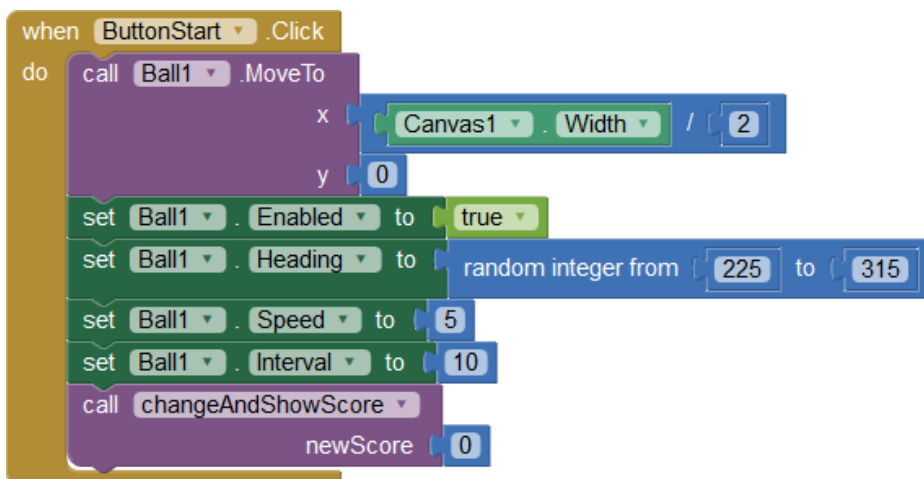
PlaySound is a procedure definition. Score is its argument.

If .. is a block for general behavior.

Sound1 is a method call.

Set block is used for setting properties of Sound.Source.

Step 4



```

when ButtonStart . Click
do
  call Ball1 . MoveTo
    x Canvas1 . Width / 2
    y 0
  set Ball1 . Enabled to true
  set Ball1 . Heading to random integer from 225 to 315
  set Ball1 . Speed to 5
  set Ball1 . Interval to 10
  call changeAndShowScore
    newScore 0
  
```

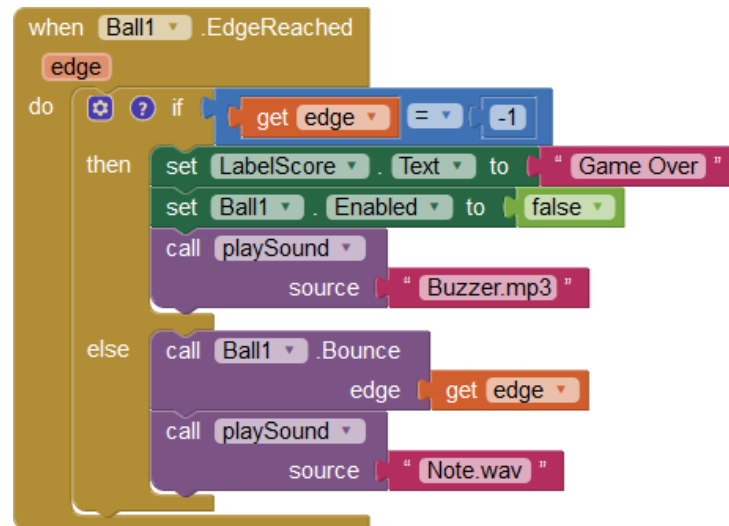
ButtonStart.Click is event handler. It is called when the user tapped and released the ButtonStart.

Ball1.MoveTo is a method call.

ChangeAndShowScore is a procedure call.

Set blocks are used for setting properties of Ball1 (Enabled, Heading, Speed, Interval).

Step 5



Ball1.EdgeReached is event handler. It is called when Ball1 reaches an edge of the screen.

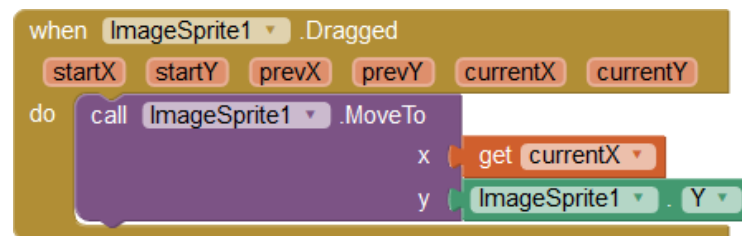
If .. then.. else is a block for general behavior.

Ball1.bounce is a method call.

Set blocks are used for setting properties for the LabelScore (Text) and the Ball1 (Enabled).

PlaySound is a procedure call.

Step 6



ImageSprite1.Dragged is an event

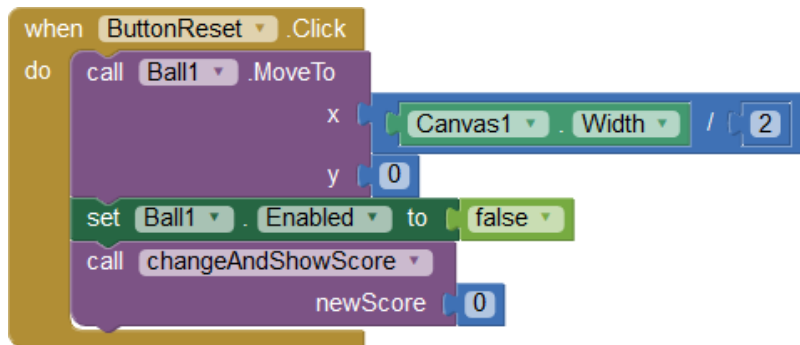
handler. ImageSprite1 is a method call.

Step 7



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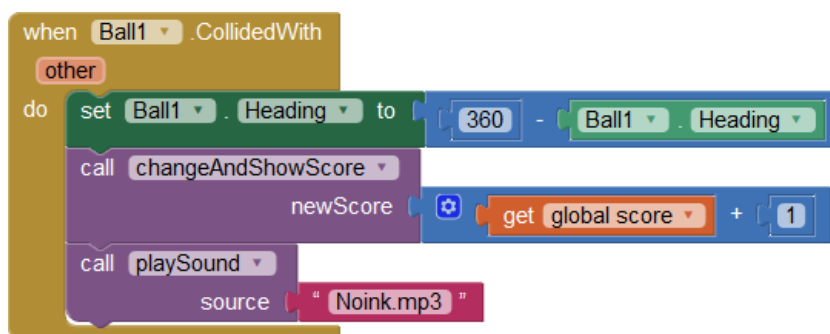
ButtonReset.Click is an event handler. It is called when the user taps and releases the ButtonReset button.

Ball1.MoveTo is a method call.

ChangeAndShowScore is a procedure call.

Set blocks are used for setting properties for the Ball1 (Enabled).

Step 8



Ball1.Collided is an event handler. It is called when the Ball1 is collided with another sprite.

ChangeAndShowScore and PlaySound are procedure calls.

