

“Alphabet Learning Game”

Event Driven Programming

(30 points)

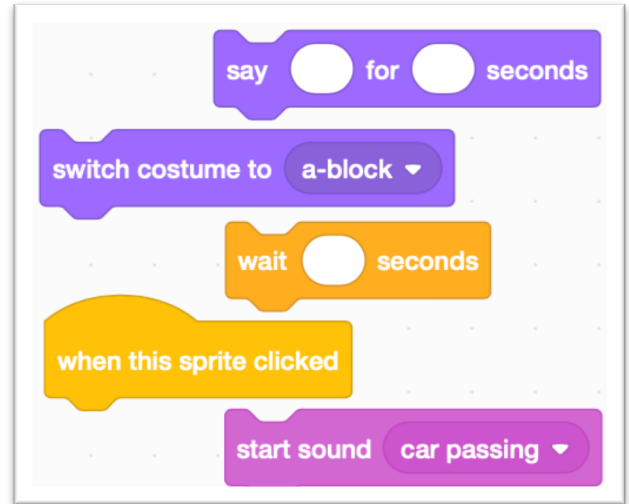
View the “Alphabet Learning Game” model on the class website. This is an example of an **Event Driven Program**: this is when a computer program is written to respond to actions generated by the user or the system. In this case, the user is clicking on alphabet letters and the application responds with an image and a sound representative of that letter.

Hint: The program contains the following code: *(I have mixed them up)*

Note:

- I have mixed them up so you need to determine the correct order.
- You will have to use some of them twice.

Take a moment to watch the model video on the class website to determine when the actual script is being used.



Grade Sheet

(Watch the video to see when the image, sound or dialogue box should be appearing).

At least 5 letters and one backdrop are present.	5 pts.
When the Letter (Sprite) is selected, an image related to the letter appears.	5 pts.
When the Letter (Sprite) is selected, a sound related to the image is played.	5 pts.
When the Letter (Sprite) is selected, a dialogue Box appears stating that letter.	5 pts
When the Letter (Sprite) is selected, a dialogue Box appears stating the name of the image that is representative of the letter.	5 pts
The order of the scripts are exactly the same as the program seen in the video	5 pts

