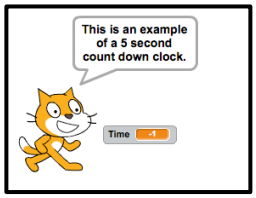
Timer – "1. Basic Timer," 2. "Teach Countdown," 3."Math Quiz ."

Gradesheet – *(45 pts.)*

Goal: Students will recreate 3 programs. Each one builds upon the skills of the previous program. All of the code being used in these programs have been used by the students to develop past programs – so copy the code from your past programs. Go to the ECS class website to view the Models.



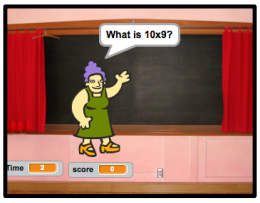
Program #1: Basic Timer

The program has been 'Shared' with you. Please view the code and build your own timer. You now have the skills to build a timer for Program #2 & Program #3.

Program #2: "Woman Teaches Countdown Timer" (20 pts.)

Visit the ECS website and view the Model. Every line of code in this program, you have used in previous programs. You should also use the Timer code you developed in Program #1 in this program.

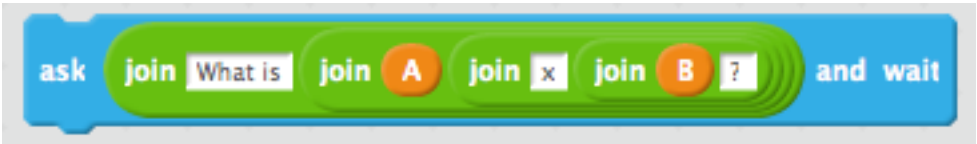
Grade Sheet	
The Program begins with a Sprite and a Backdrop. A Green Flag starts the program. The Sprite explains the purpose of the program.	5pts.
The Sprite asks how much time they would like on the timer. The number that is entered by the user is stored in a variable.	5pts.
A window is visible counting down from the number entered to zero.	5pts.
The user can also see the Sprite counting down via a dialogue box. Finally: "Times Up."	5pts.



Program #3: "Math Quiz With Timer" (25pts.)

Visit the ECS website and view the Model. Every line of code in this program, you have used in previous programs. You should also use the Timer code you developed in Program #1 in this this program.

I am providing you with the following line of code that I used in this Program. Take a look at it...it should help you design your program.



Grade Sheet	
The Program begins with a Sprite and a Backdrop. A Green Flag starts the program.	5pts.
Two windows are visible. One is a timer counting down from the number entered to zero & a score. You can select the time length.	5pts.
The second window shows the score. The score increases by 1 each time the user gets an equation correct.	5pts.
The Sprite provides math equations that need to be solved. These equations need to be **generated randomly**. The user enters the answer into a field and hits the check or Enter key, and immediately another equation is provided.	5pts.
When the time runs out, the Sprite says, "Times up!"	5pts.