TLDSB Scratch Coding Challenge Possible Solutions

Table of Contents: (click on the title to navigate to the possible solution)

```
      Challenge #1:
      1

      Challenge #2:
      3

      Challenge #3:
      4

      Challenge #4:
      4

      Challenge #6:
      5

      Challenge #9:
      6
```

Challenge #1:

Dice 1:

```
when space v key pressed

set Dice1Random v to pick random 1 to 6

switch costume to Dice1Random

when I receive Dice1Greater v

say I have a greater value! for 2 secs
```

Dice 2:

```
when space very pressed

set Dice2Random to pick random 1 to 3

switch costume to Dice2Random

wait 0.25 secs

broadcast Math Time vif Dice1Random = Dice2Random then

say Both Dice are the same value for 2 secs

else

If Dice1Random < Dice2Random then

broadcast Dice2Greater velse

broadcast Dice2Greater velse

broadcast Dice2Greater velse

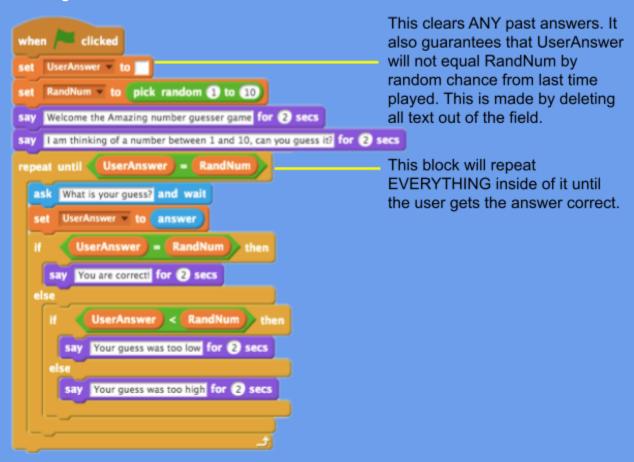
broadcast Dice1Greater velse

broadcast Dice1Greater
```

Challenge #2:

```
when R clicked
set am/pm ▼ to
   Hours ▼ to
   Welcome to my great time converter for 2 secs
ask Are we converting from a 12-hour clock or 24-hour clock (enter only the number) and wait
      answer = 12 then
  ask What is the value of the hours? and wait
  set Hours ▼ to answer
  ask What is the value of the minutes? and wait
  set Minutes ▼ to answer
  ask Is the time "am" or "pm"? and wait
  set am/pm ▼ to answer
  if am/pm = am then
    if Hours = 12 then
      set Hours ▼ to 00
       say join The time is join Hours join : Minutes
    say join The time is join Hours join : Minutes
    set Hours to Hours + 12
    say join The time is join Hours join : Minutes
  ask What is the value of the hours? and wait
  set Hours ▼ to answer
  ask What is the value of the minutes? and wait
  set Minutes v to answer
  if Hours > 12 then
    set Hours to Hours - 12
    say Join The time is Join Hours Join : Join Minutes pm
    if Hours = 00 then
       set Hours ▼ to 12
       say join The time is join Hours join join Minutes am
     say Join The time is Join Hours Join : Join Minutes am
```

Challenge #3:



Challenge #4:

```
when space very pressed

set Step verto 0

say I am going to skip count by 7s for 2 secs

repeat 100

change Step very by 1

say Step very for 1 secs
```

Challenge #6:

```
when clicked

set Count to 0

say I am going to skip count by 3s for 2 secs

forever

change Count by 3

if Count mod 5 = 0 then

say Boom! for 1 secs

else

say Count for 1 secs
```

Bonus suggestion:

Sprite #1:



Sprite #2:

```
when I receive Dino's turn v

change Counter v by Value

if Counter mod 5 = 0 then

say Boom!! for 1 secs

else

say Counter for 1 secs

broadcast Cat's turn v
```

Challenge #9:

```
when clicked

set sum to 0

set mean to 0

delete all of Numbers are in our set? and wait

set total #s to answer

repeat total #s

ask Please enter a number and wait

add answer to Numbers v

set sum to sum + answer

set mean to sum / total #s

say join join join The average of this set of total #s numbers is mean for $ secs
```