

Adivina

Vamos a crear un pequeño juego para adivinar un número

The image displays the Scratch code for a number guessing game and a preview of the resulting mobile application interface.

Scratch Code:

- Initialize global:** A block to initialize the global variable `num_aleatorio` to a random integer from 1 to 100.
- When Button_OK .Click:**
 - do:**
 - if:** A block to check if the global variable `num_aleatorio` is less than the text in `TextBox_camponumero`.
 - then:** A block to set the text of `Label_condicion` to "El número introducido es mayor".
 - else if:** A block to check if the global variable `num_aleatorio` is greater than the text in `TextBox_camponumero`.
 - then:** A block to set the text of `Label_condicion` to "El número introducido es menor".
 - else:** A block to set the text of `Label_condicion` to "HAS ACERTADO".
 - set:** A block to set the text of `TextBox_camponumero` to an empty string.
- When Button_Reiniciar .Click:**
 - do:** A block to set the global variable `num_aleatorio` to a random integer from 1 to 100.

Mobile App Preview:

- Condicones:** A header bar with a title bar.
- Title:** "Adivina el número secreto".
- Subtitle:** "Javier Quintana".
- Instructions:** "Elige un número entre 1 y 100".
- Input:** A text input field with an "OK" button.
- Buttons:** A "Reiniciar" button.

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