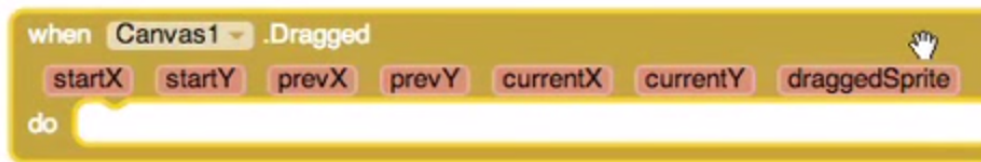


# Digital Doodle

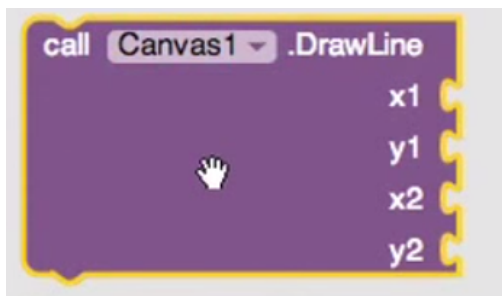
## Part 1

1. Start a New Project called "MyDoogle".
2. on Screen1, uncheck the scrollable tick. It is in the Properties of the Screen1.
3. Go to Drawing and Animation section, and add a "Canvas". Simple drag and drop a Canvas component to the work area.
4. Select the Canvas and go to the Properties of the Canvas to change the width and height of the Canvas. change the "Automatic" to the "Fill Parent" on both width and height properties of the canvas. This will expand your canvas.
5. Get an AccelerometerSensor from the sensor drawer and drag and drop it to the work area
6. Now go to the Block view
7. click on the Canvas component and choose the block "When Canvas1.Dragged".

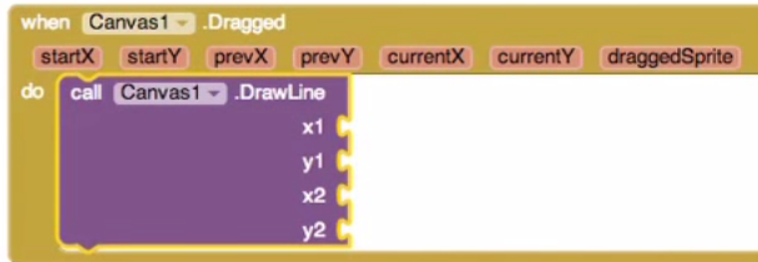


8. Now we want to program this to do the job we want to do, which means, we want to draw a line where the finger is touched as the starting point to the end point where finger is no longer touched.

9. Go back to Canvas1 and select the block "Call Canvas1.DrawLine" and drag and drop it to the work area.

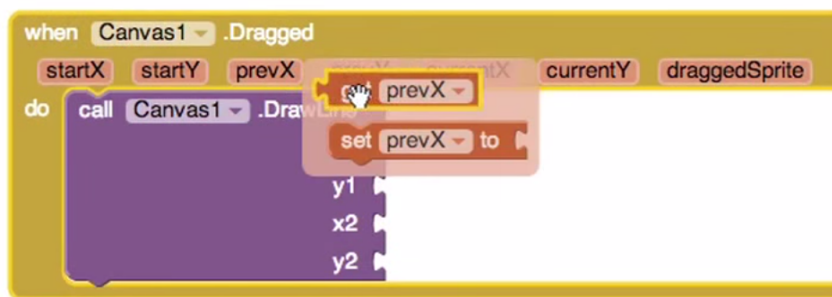


10. Now connect those two blocks together.



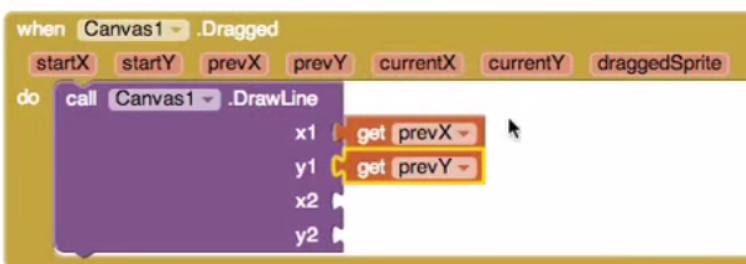
11. you need to provide the x1, y1,x2,y2 coordinates to the block to draw a line.

12. click on the “prevX” and select “get prevX”.



13. Connect the “get prevX” to the “x1” socket.

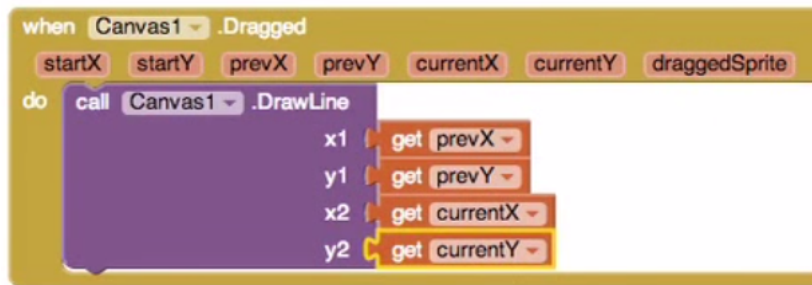
14. Do the same for the prevY (click on the “prevY” and select “get prevY” and connect the “get prevY” to the “y1” socket).



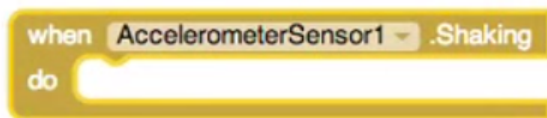
15. click on the “currentX” and select “get currentX” and connect the “get currentX” to the “x2” socket.

16. Do the same to the y2. (click on the “currentY” and select “get currentY” and connect the “get currentY” to the “y2” socket).

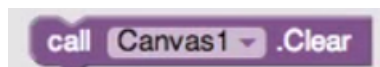
17. Blockset will look like this after you have followed the steps above.



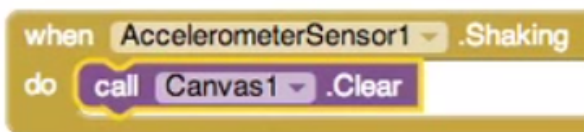
18. Go to the AccelerometerSensor1 and select the “When AccelerometerSensor1.Shaking” block.



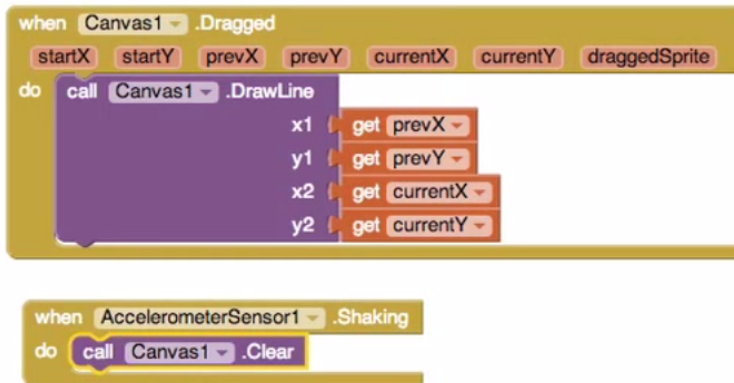
19. Now go back to the Canvas1 component and select “Call Canvas1.Clear” block.



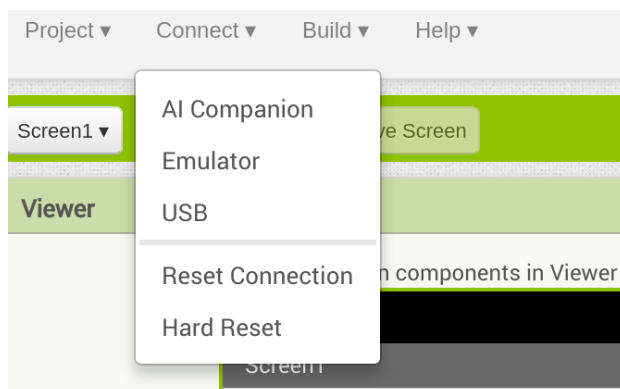
20. Connect the “Call Canvas1.Clear” block to the AccelerometerSensor1.Shaking block.



21. final setup of the blocks will look like this



22. Now click on the “Connect” your app to the emulator or to your phone via USB cable and test your app and draw some lines on the phone.



## Part 2 : In Class Assignment

Now Add a button to clear the phone screen after you have finished drawing.