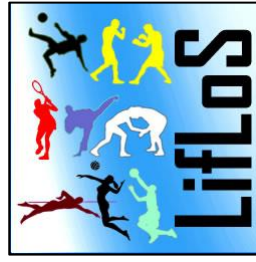


The Turkish P@LS team presents :



HOW TO CREATE “LIFLOS”



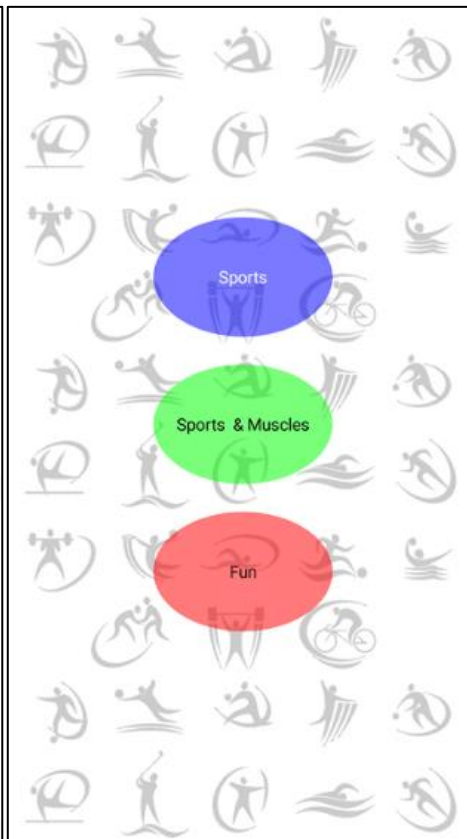
15-21 April 2018

Osmaniye, TURKEY

SCREENS: There are 15 screens on the LifLoS application. You can see the diagram below to show relations between all the screens.



Screen1



Screen2



Screen3

Basketball

BASIC RULES

Teams/number of players

- * Maximum of five players of each team on the court at any time.
- * Teams may make as many substitutions as they like.

The objective

- * The objective is to put the ball in the opposing team's basket.
- * The team with the most points at the end of the game wins.

Duration

- * The game consists of four periods of 10 minutes.
- * If the scores are tied, overtime periods of five minutes will be played until one team has more points than the other.

Scoring

- * A basket scored from inside the three-point arc is worth two points.
- * A basket scored from beyond the three-point arc is worth three points.
- * A basket scored from the free-throw line is worth one point.

Moving the ball

- * The ball may either be passed from one player to another, or dribbled.

Screen3_1

Volleyball

BASIC RULES

Players in the Team

- * 6 players on the floor at any one time - 3 in the front row and 3 in the back row.
- * Team is allowed to use a libero player (back row player, defensive specialist) who wears different color shirt.

Contacts

- * Each team is allowed to have maximum of three touches before hitting the ball over the net. (EXCEPTION: block does not count as a touch)
- * Same player can not hit the ball twice in a row (EXCEPTION I: block doesn't count a touch.)

Back Row Attack

- * Back row players can not attack the ball front row. If they attack, they have to perform the jump behind the attack line (10 feet line, 3 meter line).
- * IMPORTANT! The ball has to be completely above the net for it to be an illegal attack.

Antennas

* It is A FAULT to play the ball off the net. It is a fault, if the ball

Screen3_2

Football

BASIC RULES

Object of the Game

- * The aim of football is to score more goals than your opponent in a 90 minute playing time frame.
- * The match is split up into two halves of 45 minutes.
- * After the first 45 minutes players will take a 15 minute rest period called half time.
- * The second 45 minutes will resume and any time deemed fit to be added on by the referee (injury time) will be accordingly.

Players & Equipment


- * Each team can have a minimum of 11 players (including 1 goalkeeper who is the only player allowed to handle the ball within the 18 yard box) and a minimum of 7 players are needed to constitute a match.
- * The ball must have a circumference of 58-61cm and be of a circular shape.
- * Each team can name up to 7 substitute players. Substitutions can be made at any time of the match with each team being able to make a maximum of 3 substitutions per side. In the event of all three substitutes being made and a player having to leave the field for injury the team will be forced to play without a replacement for that player.

Scoring

- * To score the ball must go into your opponent's goal.
- * The whole ball needs to be over the line for it to be a legitimate goal.

Screen3_3

Swimming



BASIC RULES

The Start

- * The start in Freestyle, Breaststroke, Butterfly and Individual Medley races shall be with a dive.
- * On the long whistle from the referee the swimmers shall step onto the starting platform and remain there
- * On the starter's command "take your marks", they shall immediately take up a starting position with at least one foot at the front of the starting platforms.
- * The position of the hands is not relevant. When all swimmers are stationary, the starter shall give the starting signal.

The Race

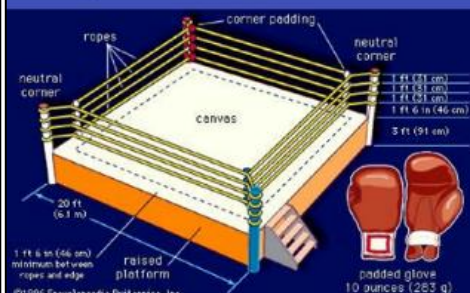
- * All individual races must be held as separate gender events.
- * A swimmer swimming over the course alone shall cover the whole distance to qualify.
- * The swimmer must remain and finish the race in the same lane in which he/she started.
- * In all events, a swimmer when turning shall make physical contact with the end of the pool or course. The turn must be made from the wall, and it is not permitted to take a stride or step from the bottom of the pool.
- * Pulling on the lane rope is not allowed.

World Records

For World Records and World Senior Records in 50 metre courses, this

Screen3_4

Boxing

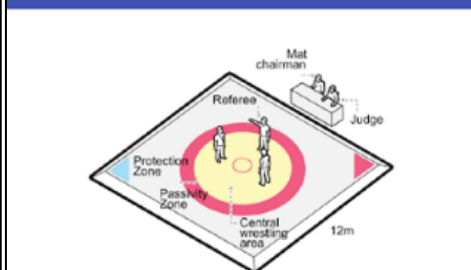


BASIC RULES

- * The opponents in any one contest must be engaged at the same weight.
- * All boxers must weigh-in not less than 24 hours or more than 36 hours before the tournament.
- * In all contests the number of rounds shall be specified. No contest shall exceed 12 rounds nor be less than 8 minutes of actual boxing. Rounds shall be of 3 minute duration with an interval between each round of 1 minute.
- * All contests shall be decided in a four-rope ring no less than 16 foot and no more than 20 foot square.
- * Boxing gloves are 8 ounces in weight for contests from flyweight to welterweight and 10 ounces for contests from light-middleweight upwards.
- * Boxers must shake hands before the commencement of the contest and at the beginning of the final round.
- * You cannot hit below the belt, hold, trip, kick, headbutt, wrestle, bite, spit on or push your opponent.
- * You cannot hit with your head, shoulder, forearm or elbow.
- * You cannot hit with an open glove, the inside of the glove, the wrist, the backhand or the side of the hand.
- * You cannot throw a punch while holding on to the ropes to gain leverage

Screen3_5

Wrestling



BASIC RULES

The Objective


- * The object of the sport of wrestling is to put your opponent on his back - to pin your opponent.
- * A pin (or fall) is when you put your opponent on his/her back with any part of both shoulders or both shoulder blades of your opponent in contact with the mat for two seconds. When you pin your opponent, the match is over and you are the winner.
- * If nobody gets pinned, the winner is the wrestler who has scored the most points during the match..

To Score Points

- * Takedown - (2 points) You score two points for taking your opponent down to the mat and controlling him/her.
- * Escape - (1 point) You score one point for getting away or getting to a neutral position when your opponent has you down on the mat.
- * Reversal - (2 points) You score two points when your opponent has you down on the mat and you come from underneath and gain control of your opponent.
- * Near Fall (Back Points) - (2 or 3 points) You get near fall points when you almost but not quite get your opponent pinned. A near fall (near pin) is when... both shoulders are held for two seconds within four inches of the mat, or... one shoulder touches the mat and the other shoulder is at a 45 degree angle within 4 inches of the mat or... the wrestler is held in a

Screen3_6

TaekWondo



BASIC RULES

The Objective

- * The object is to land kicks and punches upon the scoring zones of your opponent.
- * These are the torso and the head and both kicks and punches must be accurate and powerful, as light tapping kicks are not counted by scorers (or electronic scoring systems in major competitions)
- * At the end of the three rounds of the match, the player with the most points is declared the winner, but the match can end early by one player knocking the other player out.
- * All Taekwondo practitioners, whether competitors or not are at all times expected to uphold the five tenets of Taekwondo. These are courtesy, integrity, perseverance, self-control and indomitable spirit.

Players & Equipment

- * In Taekwondo competition, fighters compete against other fighters of the same sex. They are also placed into weight categories to ensure that fights are as evenly matched as possible. In junior competitions, there may also be age categories too.
- * The white taekwondo uniform that competitors wear is often called a gi, but technically that is the Japanese name for a martial arts uniform and the proper Korean term is a dobok.
- * A coloured belt is tied round the middle of the dobok and the colour signifies the grade of the practitioner

Screen3_7

Tennis



BASIC RULES

The Objective

- * The aim is to hit the ball over the net landing the ball within the margins of the court and in a way that results in your opponent being unable to return the ball. You win a point every time your opponent is unable to return the ball within the court.
- * You need to score four points to win a game of tennis.
- * The points are known as 15 (1 point), 30 (two points), 40 (three points) and the fourth would result in the winning point and the end of that game.
- * If the scores went to 40-40 this would be known as deuce. When a game reaches deuce the player must then win by two clear points.

Winning the Game

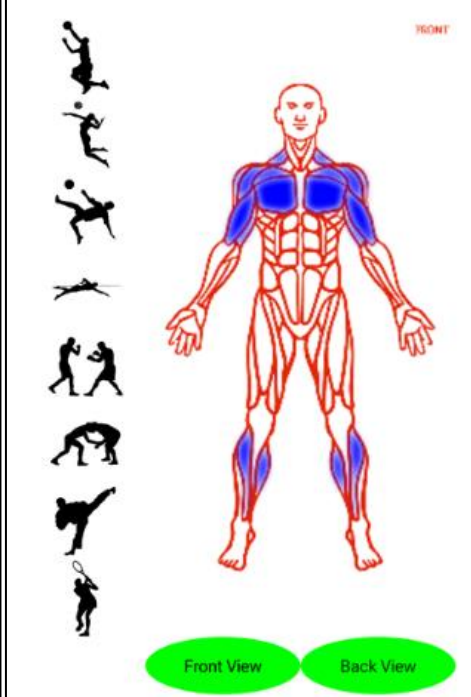
- * To win the game you must win a certain amount of sets (best of three for women's matches and best of 5 sets for men's matches).
- * Winning a set is simply the first player to reach 6 games but have to be clear by at least 2 games.
- * If your opponent wins 5 games you must win the set 7-5. If the set goes to 6-6 then a tie break is played and it's simply the first player to 7 points.

Important Rules

- * The game starts with a coin toss to determine which player must serve first and which side they want to serve from.

Screen3_8

Sports & Muscles

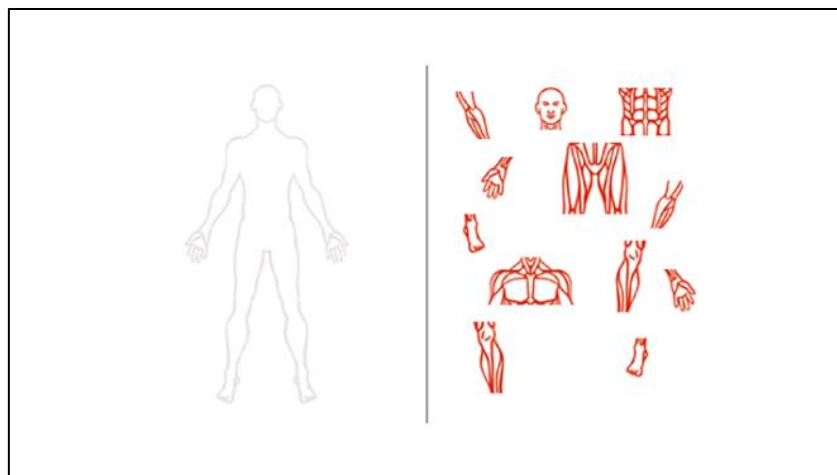


Front View Back View

Screen3_4



Screen5



Screen5_1



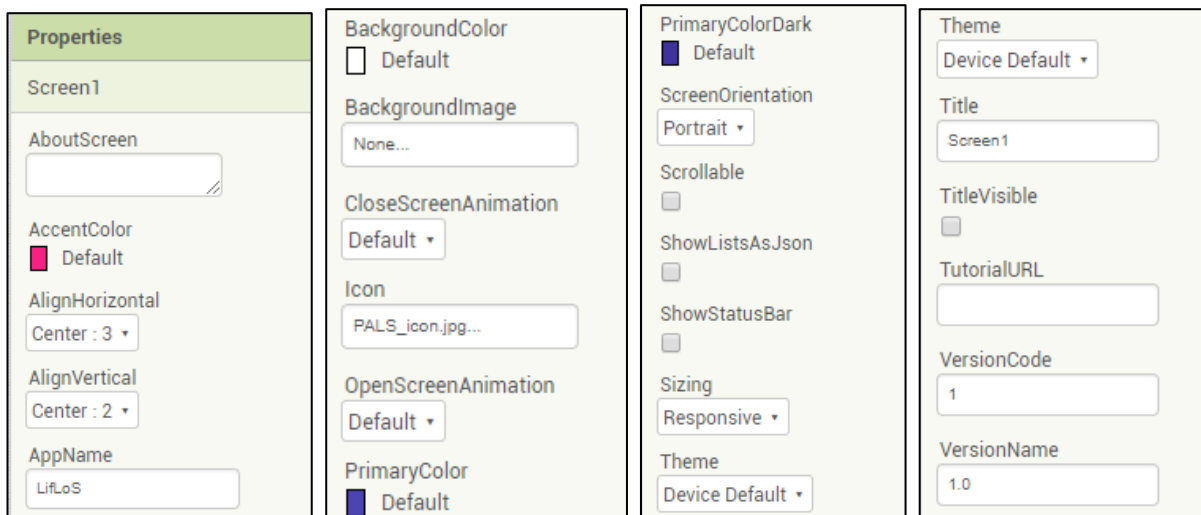
Screen5_2

SCREEN1

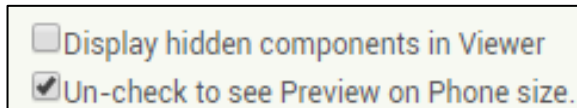
- 1) **Start new project** and give the name as **LifLoS**.
- 2) It is better to upload all files at the beginning that we will need during our designing and programming.
So, please upload all files in the folder “**LifLoS Images**” when you see the **Screen1**:



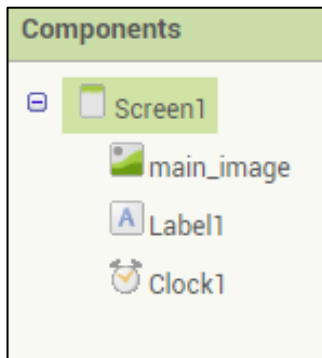
- 3) Set the **Screen1** properties as:



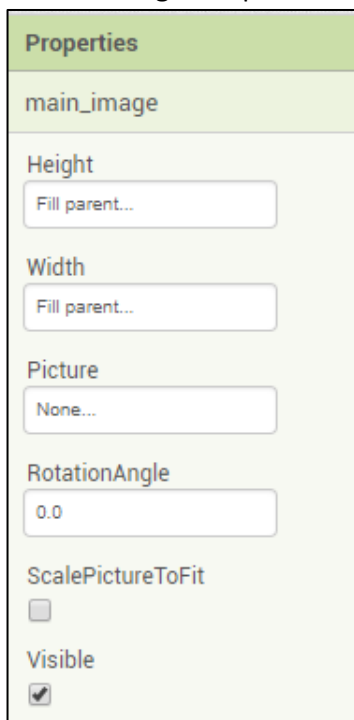
- 4) Please pay attention for the options on the **Viewer** part



- 5) Add **Image**, **Label** and **Clock** components into the screen



- 6) Rename **Image** component as **main_image** and **set the properties** like below.



- 7) Set the properties of **Label1** as:

Text : 0

Visible : False (Unchecked)

- 8) Set the properties of **Clock1** as:

TimerInterval : 300

That is all for the designer part on Screen1

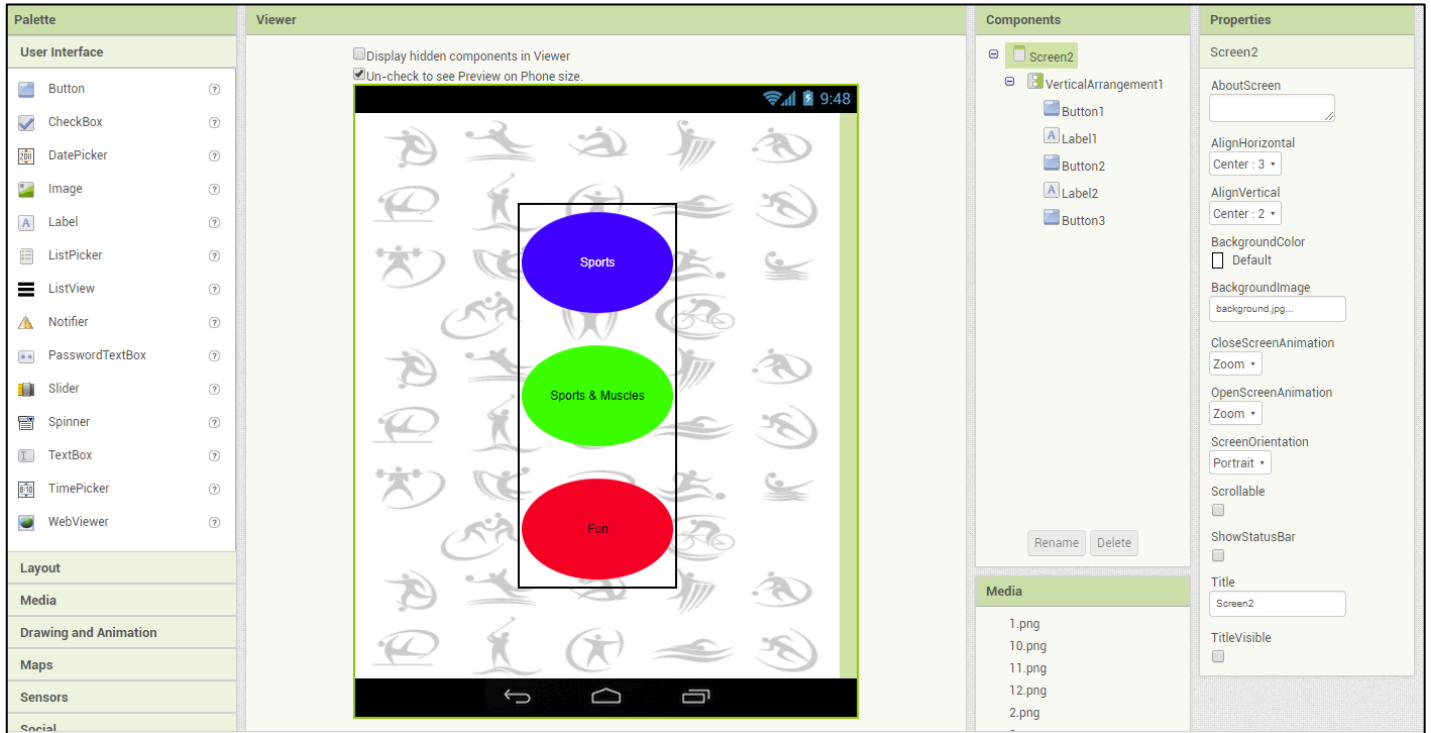
9) Build the **Blocks** part for **Screen1** as below.



The mission "SCREEN1" is completed 😊

SCREEN2

- 1) Add Screen and name it as **Screen2**.
- 2) Set the screen design and properties as:



- 3) Add **VerticalArrangement1** firstly and then **Button1**, **Label1**, **Button2**, **Label2** and **Button3** components into the screen.
- 4) Set the **Screen2** properties as on the picture above.
- 5) Set the properties of **VerticalArrangement1** as:
BackgroundColor : None
- 6) Set the properties of **Button1** as:
BackgroundColor : Blue
Height : 100 pixels
Width : 150 pixels
Shape : Oval
Text : Sports
TextColor : White
- 7) Set the properties of **Label1** as:
TextColor : None
- 8) Set the properties of **Button2** as:
BackgroundColor : Green
Height : 100 pixels
Width : 150 pixels

Shape : Oval
Text : Sports & Muscles
TextColor : Default

9) Set the properties of **Label2** as:

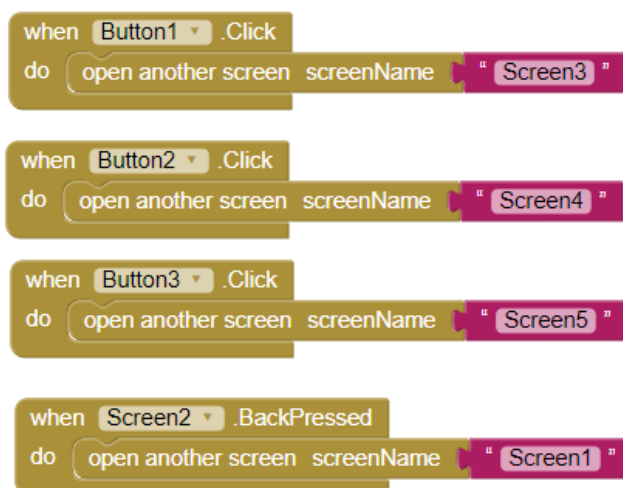
TextColor : None

10) Set the properties of **Button3** as:

BackgroundColor : Red
Height : 100 pixels
Width : 150 pixels
Shape : Oval
Text : Fun
TextColor : Default

That is all for the **designer** part on **Screen2**

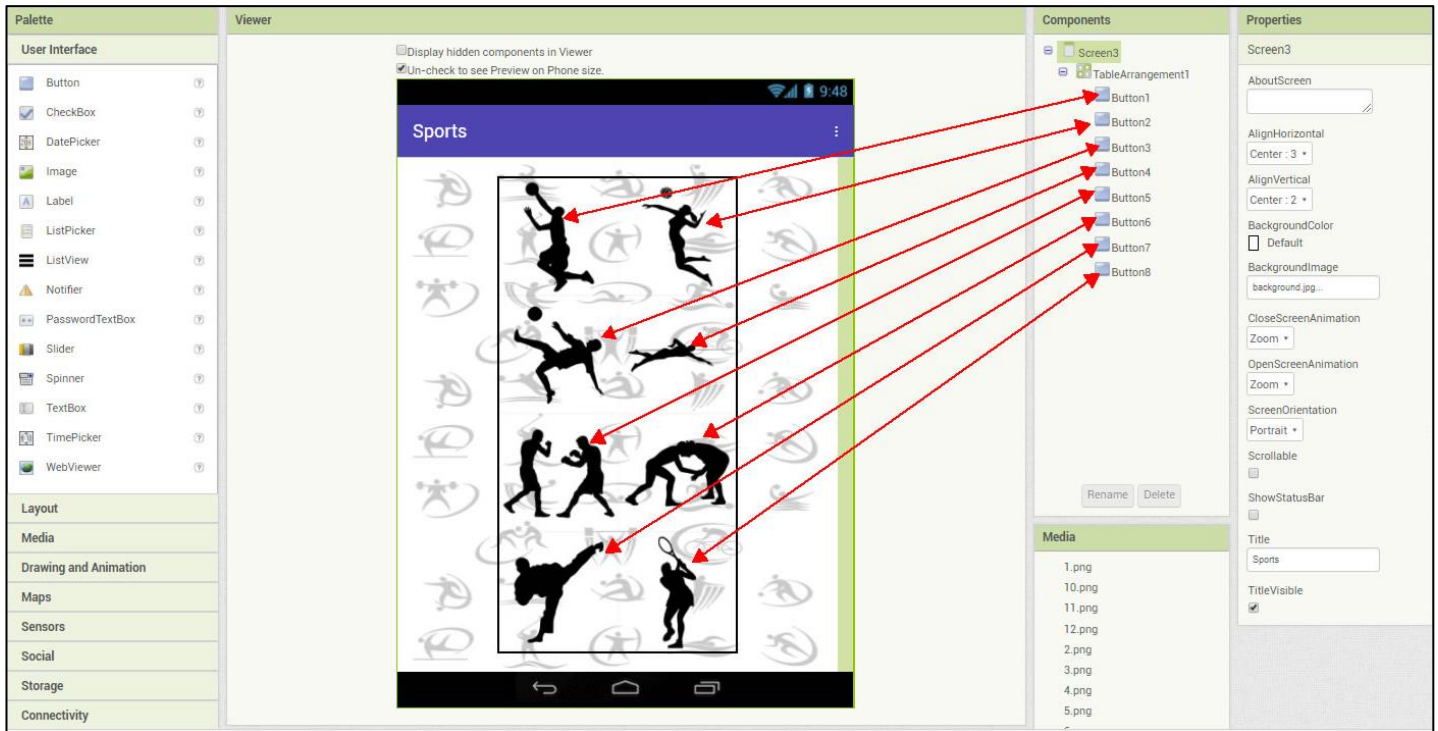
11) Build the **Blocks** part for **Screen2** as below.



The mission "SCREEN2" is completed 😊

SCREEN3

- 1) Add Screen and name it as **Screen3**.
- 2) Set the screen design and properties as:



- 3) Add **TableArrangement1** firstly and then **Button1**, **Button2**, **Button3**, **Button4**, **Button5**, **Button6**, **Button7**, **Button8** components into the screen.

- 4) Set the **Screen3** properties as on the picture above.

- 5) Set the properties of **TableArrangement1** as:

Columns : 2
Height : Automatic
Width : Automatic
Rows : 4

- 6) Set the properties of **Button1** as:

Height : 125 pixels
Width : 125 pixels
Image : basketball.png
Text : (Empty)

- 8) Set the properties of **Button3** as:

Height : 125 pixels
Width : 125 pixels
Image : football.png
Text : (Empty)

- 7) Set the properties of **Button2** as:

Height : 125 pixels
Width : 125 pixels
Image : volleyball.png
Text : (Empty)

- 9) Set the properties of **Button4** as:

Height : 125 pixels
Width : 125 pixels
Image : swimmer.png
Text : (Empty)

10) Set the properties of **Button5 as:**

Height : 125 pixels
Width : 125 pixels
Image : boxing.png
Text : *(Empty)*

12) Set the properties of **Button7 as:**

Height : 125 pixels
Width : 125 pixels
Image : teakwando.png
Text : *(Empty)*

11) Set the properties of **Button6 as:**

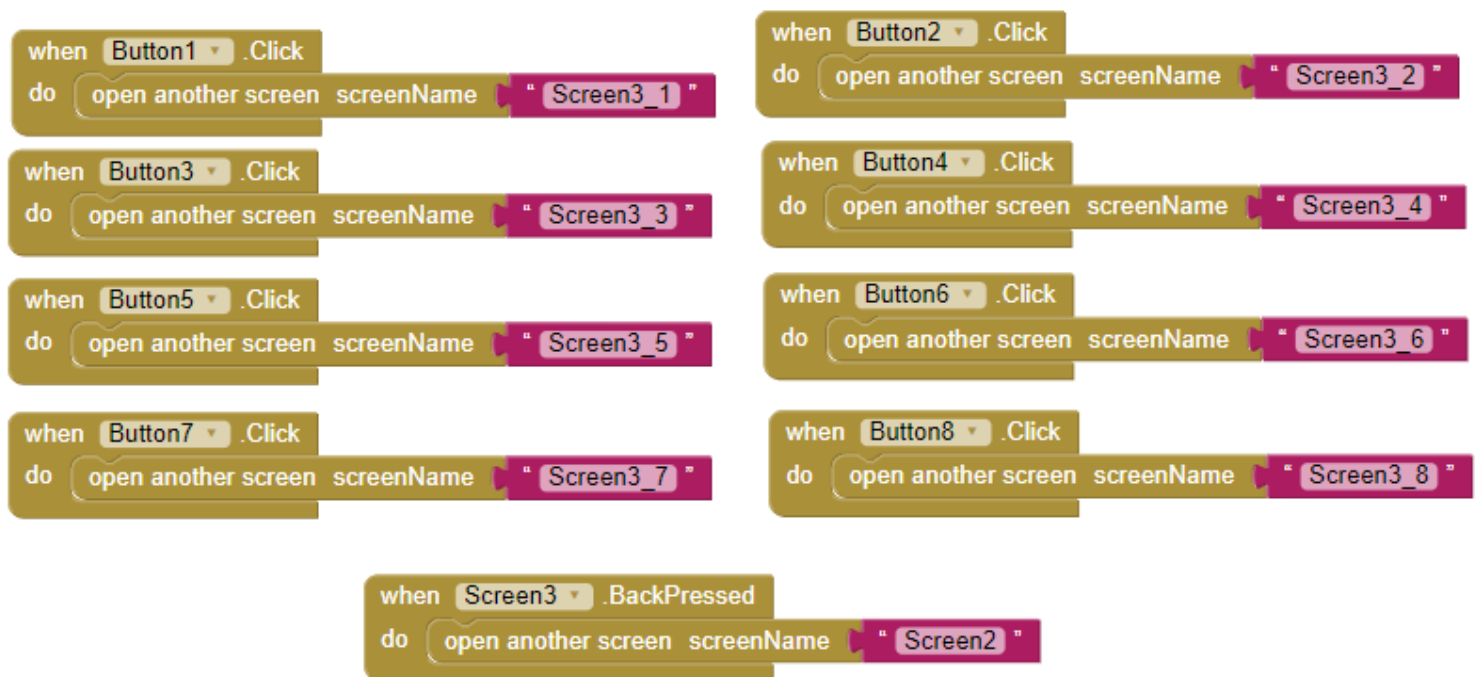
Height : 125 pixels
Width : 125 pixels
Image : wrestling.png
Text : *(Empty)*

13) Set the properties of **Button8 as:**

Height : 125 pixels
Width : 125 pixels
Image : tennis.png
Text : *(Empty)*

That is all for the **designer** part on **Screen3**.

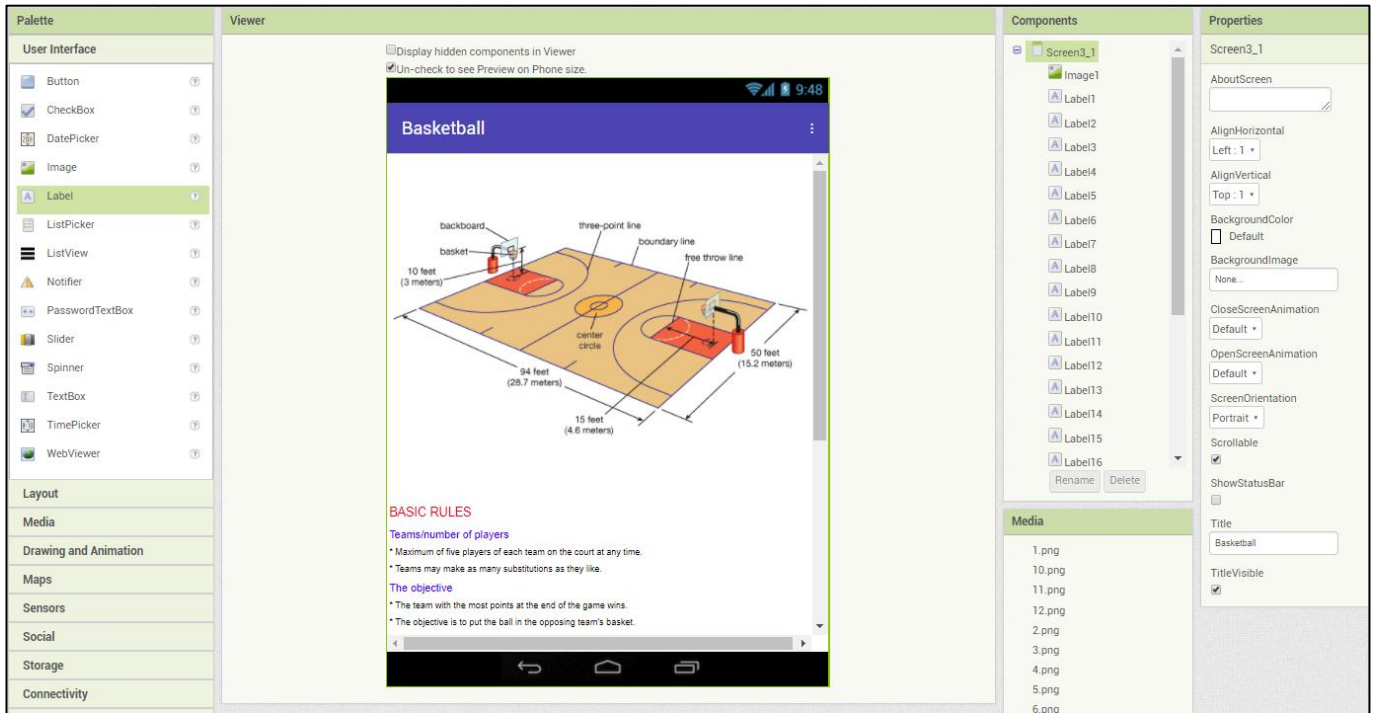
14) Build the **Blocks part for **Screen3** as below.**



The mission "SCREEN3" is completed. 😊

SCREEN3_1

- 1) Add Screen and name it as **Screen3_1**.
- 2) Set the screen design and properties as:



- 3) Add **Image1** firstly and then **Label1, Label2, Label3 Label24, Label25** components into the screen.
- 4) Set the **Screen3_1** properties as on the picture above.
- 5) Set the properties of **Image1** as:
Height : Automatic
Width : Fill parent
Picture : basketballcourt.gif

All **label** components have some same values. Please pay attention that the following properties are the same for all label. We have written them for common to shorten this tutorial 😊

Height : Automatic
Width : Automatic

- 6) Set the properties of **Label1** as:
FontSize : 16
Text : BASIC RULES
TextColor : Red
- 7) Set the properties of **Label2** as:
FontSize : 14
Text : Teams/number of players
TextColor : Blue
- 8) Set the properties of **Label3** as:

FontSize : 12
Text : * Maximum of five players of each team on the court at any time.
TextColor : Default

9) Set the properties of Label4 as:

FontSize : 12
Text : * Teams may make as many substitutions as they like.
TextColor : Default

10) Set the properties of Label5 as:

FontSize : 14
Text : The objective
TextColor : Blue

11) Set the properties of Label6 as:

FontSize : 12
Text : * The objective is to put the ball in the opposing team's basket.
TextColor : Default

12) Set the properties of Label7 as:

FontSize : 12
Text : * The team with the most points at the end of the game wins.
TextColor : Default

13) Set the properties of Label8 as:

FontSize : 14
Text : Duration
TextColor : Blue

14) Set the properties of Label9 as:

FontSize : 12
Text : * The game consists of four periods of 10 minutes.
TextColor : Default

15) Set the properties of Label10 as:

FontSize : 12
Text : * If the scores are tied, overtime periods of five minutes will be played until one team has more points than the other
TextColor : Default

16) Set the properties of Label11 as:

FontSize : 14
Text : Scoring
TextColor : Blue

17) Set the properties of Label12 as:

FontSize : 12
Text : * A basket scored from inside the three-point arc is worth two points.
TextColor : Default

18) Set the properties of Label13 as:

FontSize : 12
Text : * A basket scored from beyond the three-point arc is worth three points.
TextColor : Default

19) Set the properties of Label14 as:

FontSize : 12
Text : * A basket scored from the free-throw line is worth one point.
TextColor : Default

20) Set the properties of Label15 as:

FontSize : 14
Text : * Moving the ball.
TextColor : Blue

21) Set the properties of Label16 as:

FontSize : 12
Text : * The ball may either be passed from one player to another, or dribbled by a player from one point to another (bounced while walking or running).
TextColor : Default

22) Set the properties of Label17 as:

FontSize : 12
Text : * Before passing or shooting the ball, a player may take two steps (without dribbling).
TextColor : Default

23) Set the properties of Label18 as:

FontSize : 12
Text : * Once a player has stopped dribbling, he may not start to dribble again.
TextColor : Default

24) Set the properties of Label19 as:

FontSize : 12
Text : * Once the team in possession of the ball has passed the half-court line, it may not cross back over the line with the ball.
TextColor : Default

25) Set the properties of Label20 as:

FontSize : 14
Text : Shot clock.
TextColor : Blue

26) Set the properties of Label21 as:

FontSize : 12
Text : * When a team gains possession of the ball, they have a maximum of 24 seconds to attempt a shot.
TextColor : Default

27) Set the properties of Label22 as:

FontSize : 12

Text : * Additionally, offensive players may not remain within the restricted area (key) for more than three consecutive seconds.

TextColor : Default

28) Set the properties of Label23as:

FontSize : 14

Text : Fouls.

TextColor : Blue

29) Set the properties of Label24 as:

FontSize : 12

Text : * A personal foul occurs when there is illegal contact between two opponents. A player who makes more than five personal fouls is excluded from the game.

TextColor : Default

30) Set the properties of Label25 as:

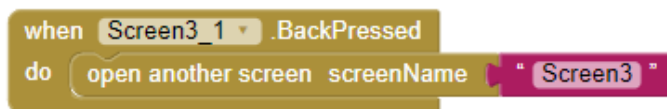
FontSize : 12

Text : * Once a team has made four fouls in a period, each additional foul (on a player not attempting a shot) will result in the automatic awarding of two free-throws.

TextColor : Default

That is all for the designer part on Screen3_1.

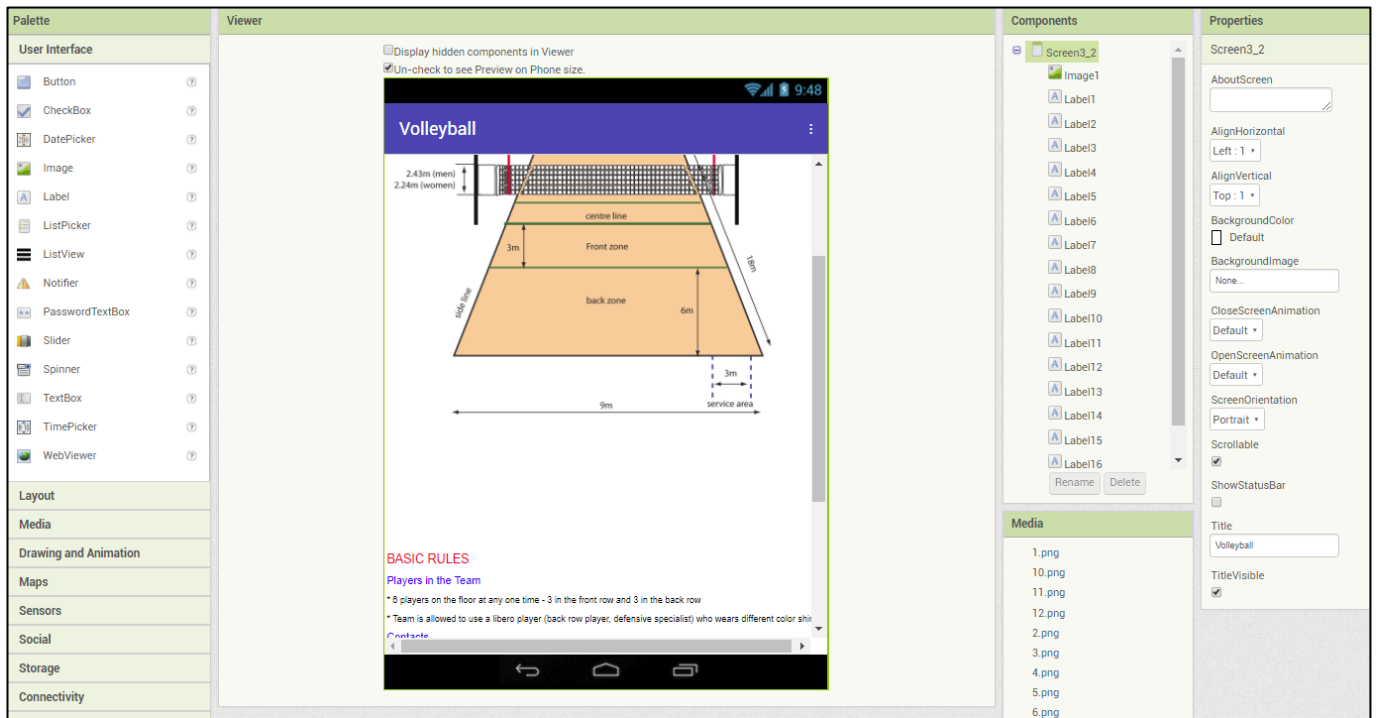
31) Build the Blocks part for Screen3_1 as below.



The mission "SCREEN3_1" is completed 😊

SCREEN3_2

- 1) Add Screen and name it as **Screen3_2**.
- 2) Set the screen design and properties as:



- 3) Add **Image1** firstly and then **Label1, Label2, Label3 Label16, Label17** components into the screen.
- 4) Set the **Screen3_2** properties as on the picture above.
- 5) Set the properties of **Image1** as:
Height : Automatic
Width : Fill parent
Picture : volleyballcourt.gif

All **label** components have some same values. Please pay attention that the following properties are the same for all label. We have written them for common to shorten this tutorial 😊

Height : Automatic
Width : Automatic

- 6) Set the properties of **Label1** as:
FontSize : 16
Text : BASIC RULES
TextColor : Red

7) Set the properties of Label2 as:

FontSize : 14
Text : Players in the Team
TextColor : Blue

8) Set the properties of Label3 as:

FontSize : 12
Text : * 6 players on the floor at any one time - 3 in the front row and 3 in the back row.
TextColor : Default

9) Set the properties of Label4 as:

FontSize : 12
Text : * Team is allowed to use a libero player (back row player, defensive specialist) who wears different color shirt.
TextColor : Default

10) Set the properties of Label5 as:

FontSize : 14
Text : Contacts
TextColor : Blue

11) Set the properties of Label6 as:

FontSize : 12
Text : * Each team is allowed to have maximum of three touches before hitting the ball over the net. (EXCEPTION: block does not count as a touch).
TextColor : Default

12) Set the properties of Label7 as:

FontSize : 12
Text : * Same player can not hit the ball twice in a row (EXCEPTION I: block doesn't count a touch.)
TextColor : Default

13) Set the properties of Label8 as:

FontSize : 14
Text : Back Row Attack
TextColor : Blue

14) Set the properties of Label9 as:

FontSize : 12
Text : * Back row players cannot attack the ball front row. If they attack, they have to perform the jump behind the attack line (10 feet line, 3-meter line).
TextColor : Default

15) Set the properties of Label10 as:

FontSize : 12
Text : * IMPORTANT! The ball has to be completely above the net for it to be an illegal attack
TextColor : Default

16) Set the properties of Label11 as:

FontSize : 14
Text : Antennas
TextColor : Blue

17) Set the properties of Label12 as:

FontSize : 12
Text : * It is ALLOWED to play the ball off the net. It is a fault, if the ball contacts net outside antennas.
TextColor : Default

18) Set the properties of Label13 as:

FontSize : 12
Text : * The ball has to travel between the antennas (or the imagined extensions of them) when flying to the other side of the net.
TextColor : Default

19) Set the properties of Label14 as:

FontSize : 14
Text : Contacting the Ball
TextColor : Blue

20) Set the properties of Label15 as:

FontSize : 12
Text : * Players are NOT allowed to catch, hold or throw the ball.
TextColor : Default

21) Set the properties of Label16 as:

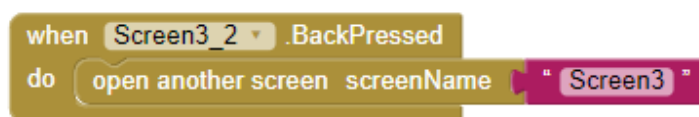
FontSize : 12
Text : * Players are NOT allowed to hit or block the opponents serve.
TextColor : Default

22) Set the properties of Label17 as:

FontSize : 12
Text : * Attacking ball which is coming over the net is ILLEGAL, if it has NOT broken the plane of the net. In other words, the player is ALLOWED to swing the ball when it breaks the plane of the net.
TextColor : Default

That is all for the designer part on Screen3_2.

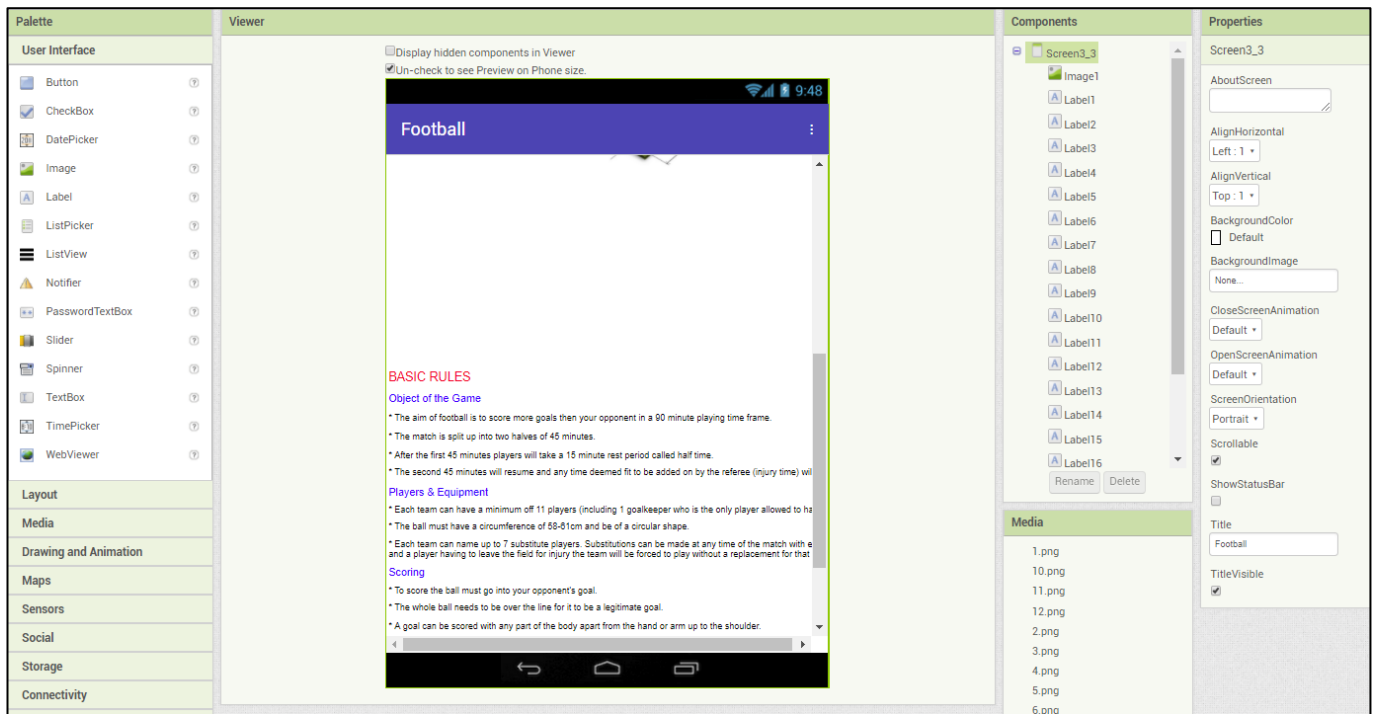
23) Build the Blocks part for Screen3_2 as below.



The mission "SCREEN3_2" is completed. 😊

SCREEN3_3

- 1) Add Screen and name it as **Screen3_3**.
- 2) Set the screen design and properties as:



- 3) Add **Image1** firstly and then **Label1, Label2, Label3 Label19, Label20** components into the screen.
- 4) Set the **Screen3_3** properties as on the picture above.
- 5) Set the properties of **Image1** as:
Height : Automatic
Width : Fill parent
Picture : Football_Court_Dimensions.jpg

All **label** components have some same values. Please pay attention that the following properties are the same for all label. We have written them for common to shorten this tutorial 😊

Height : Automatic
Width : Automatic

- 6) Set the properties of **Label1** as:
FontSize : 16
Text : BASIC RULES
TextColor : Red
- 7) Set the properties of **Label2** as:
FontSize : 14
Text : Object of the Game
TextColor : Blue

8) Set the properties of Label3 as:

FontSize : 12
Text : * The aim of football is to score more goals than your opponent in a 90-minute playing time frame.
TextColor : Default

9) Set the properties of Label4 as:

FontSize : 12
Text : * The match is split up into two halves of 45 minutes.
TextColor : Default

10) Set the properties of Label5 as:

FontSize : 12
Text : * After the first 45 minutes players will take a 15 minute rest period called half time.
TextColor : Default

11) Set the properties of Label6 as:

FontSize : 12
Text : * The second 45 minutes will resume and any time deemed fit to be added on by the referee (injury time) will be accordingly.
TextColor : Default

12) Set the properties of Label7 as:

FontSize : 14
Text : Players & Equipment
TextColor : Blue

13) Set the properties of Label8 as:

FontSize : 12
Text : * Each team can have a minimum of 11 players (including 1 goalkeeper who is the only player allowed to handle the ball within the 18 yard box) and a minimum of 7 players are needed to constitute a match.
TextColor : Default

14) Set the properties of Label9 as:

FontSize : 12
Text : * The ball must have a circumference of 58-61cm and be of a circular shape.
TextColor : Default

15) Set the properties of Label10 as:

FontSize : 12
Text : * Each team can name up to 7 substitute players. Substitutions can be made at any time of the match with each team being able to make a maximum of 3 substitutions per side. In the event of all three substitutes being made and a player having to leave the field for injury the team will be forced to play without a replacement for that player.
TextColor : Default

16) Set the properties of Label11 as:

FontSize : 14
Text : Scoring
TextColor : Blue

17) Set the properties of Label12 as:

FontSize : 12
Text : * To score the ball must go into your opponent's goal.
TextColor : Default

18) Set the properties of Label13 as:

FontSize : 12
Text : * The whole ball needs to be over the line for it to be a legitimate goal.
TextColor : Default

19) Set the properties of Label14 as:

FontSize : 12
Text : * A goal can be scored with any part of the body apart from the hand or arm up to the shoulder.
TextColor : Default

20) Set the properties of Label15 as:

FontSize : 14
Text : Winning the Game
TextColor : Blue

21) Set the properties of Label16 as:

FontSize : 12
Text : * To win you have to score more goals than that of your opponents.
TextColor : Default

22) Set the properties of Label17 as:

FontSize : 12
Text : * If the scores are level after 90 minutes then the game will end as a draw apart from in cup games where the game can go to extra time and even a penalty shootout to decide the winner.
TextColor : Default

23) Set the properties of Label18 as:

FontSize : 14
Text : Referee
TextColor : Blue

24) Set the properties of Label19 as:

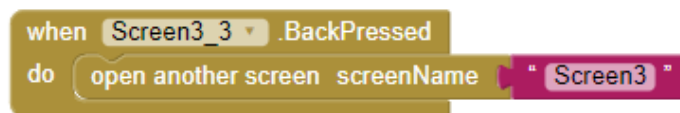
FontSize : 12
Text : * The game is controlled by a central referee, and two linesmen.
TextColor : Default

25) Set the properties of Label20 as:

FontSize : 12
Text : * They award free kicks and penalties when rules are broken. For continual breaking of rules or for a bad foul, the player may be sent off.
TextColor : Default

That is all for the designer part on Screen3_3.

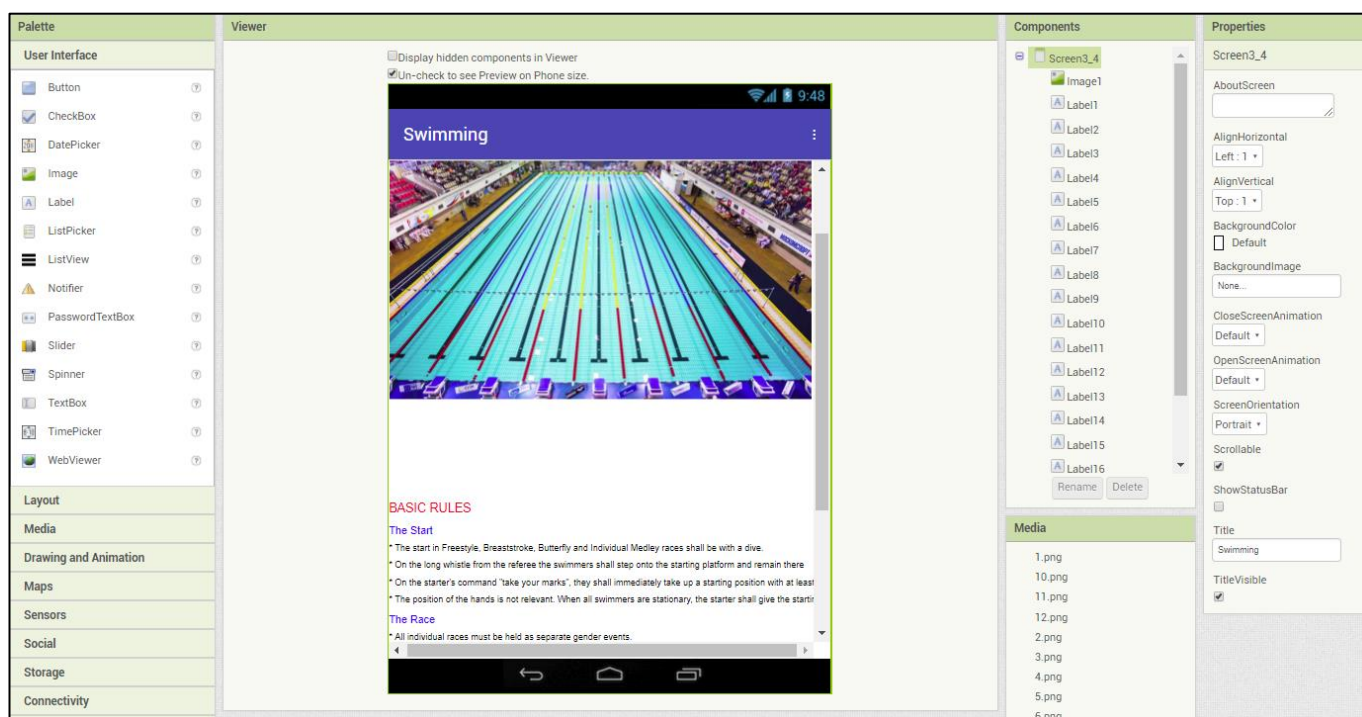
26) Build the **Blocks** part for **Screen3_3** as below.



The mission "SCREEN3_3" is completed. 😊

SCREEN3_4

- 1) Add Screen and name it as **Screen3_4**.
- 2) Set the screen design and properties as:



- 3) Add **Image1** firstly and then **Label1, Label2, Label3 Label18, Label19** components into the screen.
- 4) Set the **Screen3_4** properties as on the picture above.
- 5) Set the properties of **Image1** as:
Height : Automatic
Width : Fill parent
Picture : swimmingpool.jpg

All **label** components have some same values. Please pay attention that the following properties are the some for all label. We have written them for common to shorten this tutorial 😊

Height : Automatic
Width : Automatic

- 6) Set the properties of **Label1** as:
- FontSize : 16
 - Text : BASIC RULES
 - TextColor : Red
- 7) Set the properties of **Label2** as:
- FontSize : 14
 - Text : The Start
 - TextColor : Blue
- 8) Set the properties of **Label3** as:
- FontSize : 12
 - Text : * The start in Freestyle, Breaststroke, Butterfly and Individual Medley races shall be with a dive.
 - TextColor : Default
- 9) Set the properties of **Label4** as:
- FontSize : 12
 - Text : * On the long whistle from the referee the swimmers shall step onto the starting platform and remain there
 - TextColor : Default
- 10) Set the properties of **Label5** as:
- FontSize : 12
 - Text : * On the starter's command "take your marks", they shall immediately take up a starting position with at least one foot at the front of the starting platforms.
 - TextColor : Default
- 11) Set the properties of **Label6** as:
- FontSize : 12
 - Text : * The position of the hands is not relevant. When all swimmers are stationary, the starter shall give the starting signal.
 - TextColor : Default
- 12) Set the properties of **Label7** as:
- FontSize : 14
 - Text : The Race
 - TextColor : Blue
- 13) Set the properties of **Label8** as:
- FontSize : 12
 - Text : * All individual races must be held as separate gender events.
 - TextColor : Default
- 14) Set the properties of **Label9** as:
- FontSize : 12
 - Text : * A swimmer swimming over the course alone shall cover the whole distance to qualify.
 - TextColor : Default

15) Set the properties of Label10 as:

FontSize : 12
Text : * The swimmer must remain and finish the race in the same lane in which he/she started.
TextColor : Default

16) Set the properties of Label11 as:

FontSize : 12
Text : * In all events, a swimmer when turning shall make physical contact with the end of the pool or course. The turn must be made from the wall, and it is not permitted to take a stride or step from the bottom of the pool.
TextColor : Default

17) Set the properties of Label12 as:

FontSize : 12
Text : * Pulling on the lane rope is not allowed.
TextColor : Default

18) Set the properties of Label13 as:

FontSize : 14
Text : World Records
TextColor : Blue

19) Set the properties of Label14 as:

FontSize : 12
Text : For World Records and World Junior Records in 50 metre courses, the following distances and styles for both sexes shall be recognised:
TextColor : Default

20) Set the properties of Label15 as:

FontSize : 12
Text : * Freestyle 50, 100, 200, 400, 800 and 1500 metres
TextColor : Default

21) Set the properties of Label16 as:

FontSize : 12
Text : * Backstroke 50, 100 and 200 metres
TextColor : Default

22) Set the properties of Label17 as:

FontSize : 12
Text : * Breaststroke 50, 100 and 200 metres
TextColor : Default

23) Set the properties of Label18 as:

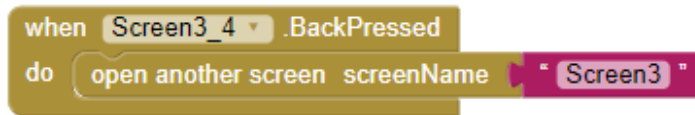
FontSize : 12
Text : * Butterfly 50, 100 and 200 metres
TextColor : Default

24) Set the properties of **Label19** as:

FontSize : 12
Text : * Individual Medley 200 and 400 metres
TextColor : Default

That is all for the **designer part on Screen3_4**.

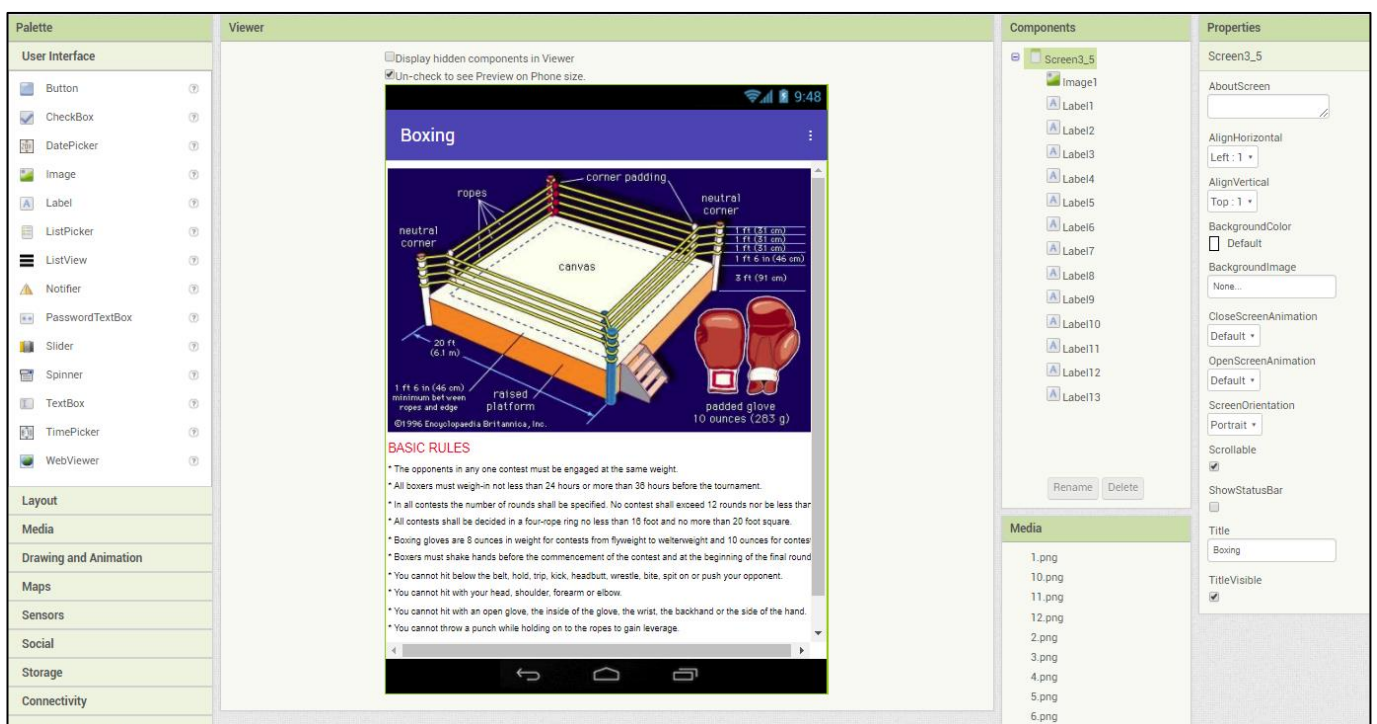
25) Build the **Blocks** part for **Screen3_4** as below.



The mission “**SCREEN3_4**” is completed. 😊

SCREEN3_5

- 1) Add Screen and name it as **Screen3_5**.
- 2) Set the screen design and properties as:



- 3) Add **Image1** firstly and then **Label1, Label2, Label3 Label12, Label13** components into the screen.
- 4) Set the **Screen3_5** properties as on the picture above.
- 5) Set the properties of **Image1** as:
Height : Automatic
Width : Fill parent
Picture : boxingring.jpg

All **label** components have some same values. Please pay attention that the following properties are the same for all label. We have written them for common to shorten this tutorial 😊

Height : Automatic
Width : Automatic

- 6) Set the properties of **Label1** as:
FontSize : 16
Text : BASIC RULES
TextColor : Red
- 7) Set the properties of **Label2** as:
FontSize : 12
Text : * The opponents in any one contest must be engaged at the same weight.
TextColor : Default
- 8) Set the properties of **Label3** as:
FontSize : 12
Text : * All boxers must weigh-in not less than 24 hours or more than 36 hours before the tournament.
TextColor : Default
- 9) Set the properties of **Label4** as:
FontSize : 12
Text : * In all contests the number of rounds shall be specified. No contest shall exceed 12 rounds nor be less than 8 minutes of actual boxing. Rounds shall be of 3 minute duration with an interval between each round of 1 minute.
TextColor : Default
- 10) Set the properties of **Label5** as:
FontSize : 12
Text : * All contests shall be decided in a four-rope ring no less than 16 foot and no more than 20 foot square.
TextColor : Default
- 11) Set the properties of **Label6** as:
FontSize : 12
Text : * Boxing gloves are 8 ounces in weight for contests from flyweight to welterweight and 10 ounces for contests from light-middleweight upwards.
TextColor : Default
- 12) Set the properties of **Label7** as:
FontSize : 12
Text : * Boxers must shake hands before the commencement of the contest and at the beginning of the final round.
TextColor : Default
- 13) Set the properties of **Label8** as:
FontSize : 12
Text : * You cannot hit below the belt, hold, trip, kick, headbutt, wrestle, bite, spit on or push your opponent.
TextColor : Default

14) Set the properties of Label9 as:

FontSize : 12
Text : * You cannot hit with your head, shoulder, forearm or elbow.
TextColor : Default

15) Set the properties of Label10 as:

FontSize : 12
Text : * You cannot hit with an open glove, the inside of the glove, the wrist, the backhand or the side of the hand.
TextColor : Default

16) Set the properties of Label11 as:

FontSize : 12
Text : * You cannot throw a punch while holding on to the ropes to gain leverage.
TextColor : Default

17) Set the properties of Label12 as:

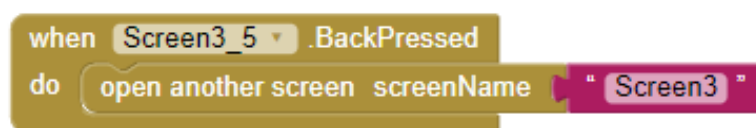
FontSize : 12
Text : * You can't hold your opponent and hit him at the same time, or duck so low that your head is below your opponent's belt line.
TextColor : Default

18) Set the properties of Label13 as:

FontSize : 12
Text : * If you score a knockdown of your opponent, you must go to the farthest neutral corner while the referee makes the count.
TextColor : Default

That is all for the **designer** part on **Screen3_5**.

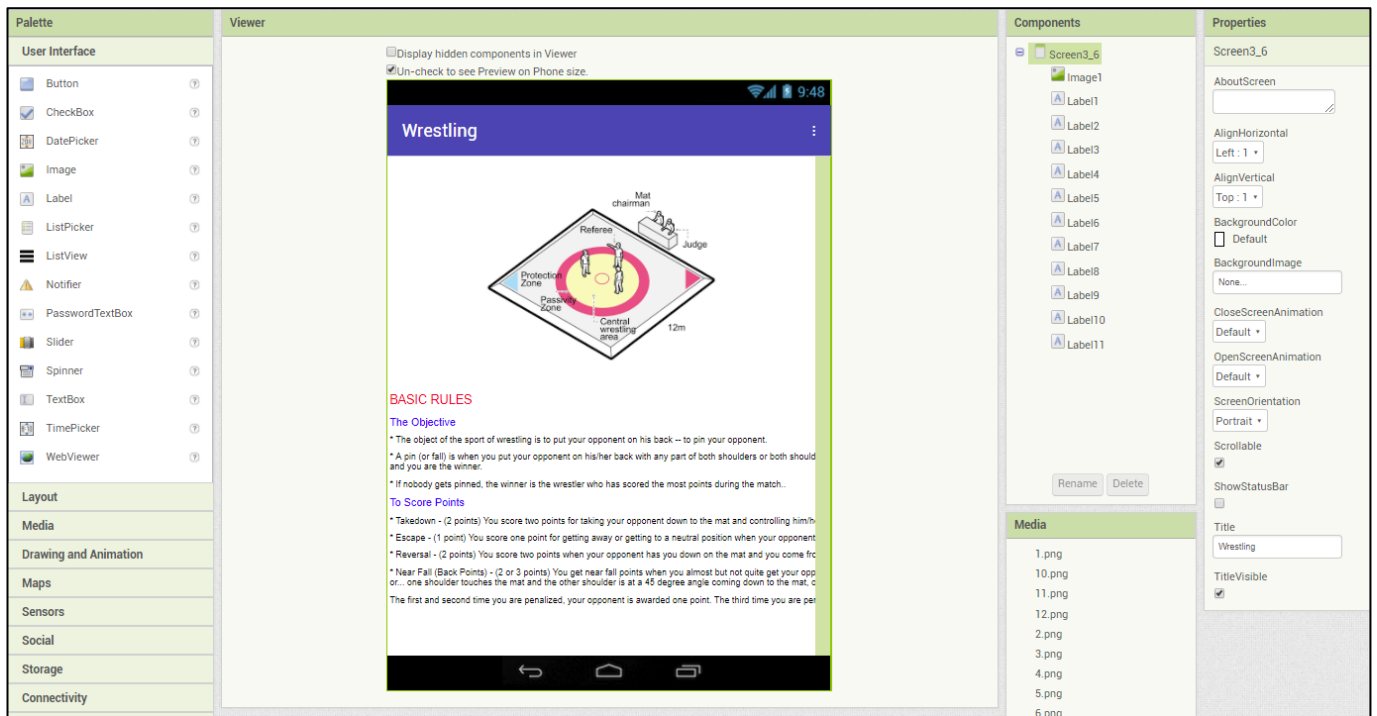
19) Build the Blocks part for Screen3_5 as below.



The mission "SCREEN3_5" is completed. 😊

SCREEN3_6

- 1) Add Screen and name it as **Screen3_6**.
- 2) Set the screen design and properties as:



- 3) Add **Image1** firstly and then **Label1, Label2, Label3 Label10, Label11** components into the screen.
- 4) Set the **Screen3_6** properties as on the picture above.
- 5) Set the properties of **Image1** as:
Height : Automatic
Width : Fill parent
Picture : wrestlingarea.png

All **label** components have some same values. Please pay attention that the following properties are the same for all label. We have written them for common to shorten this tutorial 😊

Height : Automatic
Width : Automatic

- 6) Set the properties of **Label1** as:
FontSize : 16
Text : BASIC RULES
TextColor : Red
- 7) Set the properties of **Label2** as:
FontSize : 14
Text : The Objective
TextColor : Blue

8) Set the properties of Label3 as:

FontSize : 12
Text : * The object of the sport of wrestling is to put your opponent on his back -- to pin your opponent.
TextColor : Default

9) Set the properties of Label4 as:

FontSize : 12
Text : * A pin (or fall) is when you put your opponent on his/her back with any part of both shoulders or both shoulder blades of your opponent in contact with the mat for two seconds. When you pin your opponent, the match is over and you are the winner.
TextColor : Default

10) Set the properties of Label5 as:

FontSize : 12
Text : * If nobody gets pinned, the winner is the wrestler who has scored the most points during the match.
TextColor : Default

11) Set the properties of Label6 as:

FontSize : 14
Text : To Score Points
TextColor : Blue

12) Set the properties of Label7 as:

FontSize : 12
Text : * Takedown - (2 points) You score two points for taking your opponent down to the mat and controlling him/her.
TextColor : Default

13) Set the properties of Label8 as:

FontSize : 12
Text : * Escape - (1 point) You score one point for getting away or getting to a neutral position when your opponent has you down on the mat.
TextColor : Default

14) Set the properties of Label9 as:

FontSize : 12
Text : * Reversal - (2 points) You score two points when your opponent has you down on the mat and you come from underneath and gain control of your opponent.
TextColor : Default

15) Set the properties of Label10 as:

FontSize : 12
Text : * Near Fall (Back Points) - (2 or 3 points) You get near fall points when you almost but not quite get your opponent pinned. A near fall (near pin) is when... both shoulders are held for two seconds within four inches of the mat, or... one shoulder touches the mat and the other shoulder is at a 45 degree angle coming down to the mat, or... the wrestler is held in a high bridge or back on both elbows.
TextColor : Default

16) Set the properties of **Label11** as:

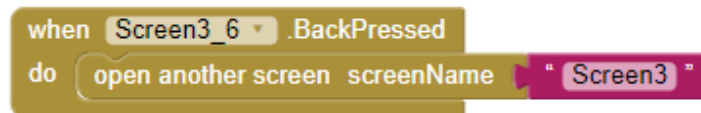
FontSize : 12

Text : The first and second time you are penalized, your opponent is awarded one point. The third time you are penalized, your opponent is awarded two points. The fourth time you are penalized, you are disqualified.

TextColor : Default

That is all for the **designer** part on **Screen3_6**.

17) Build the **Blocks** part for **Screen3_6** as below.

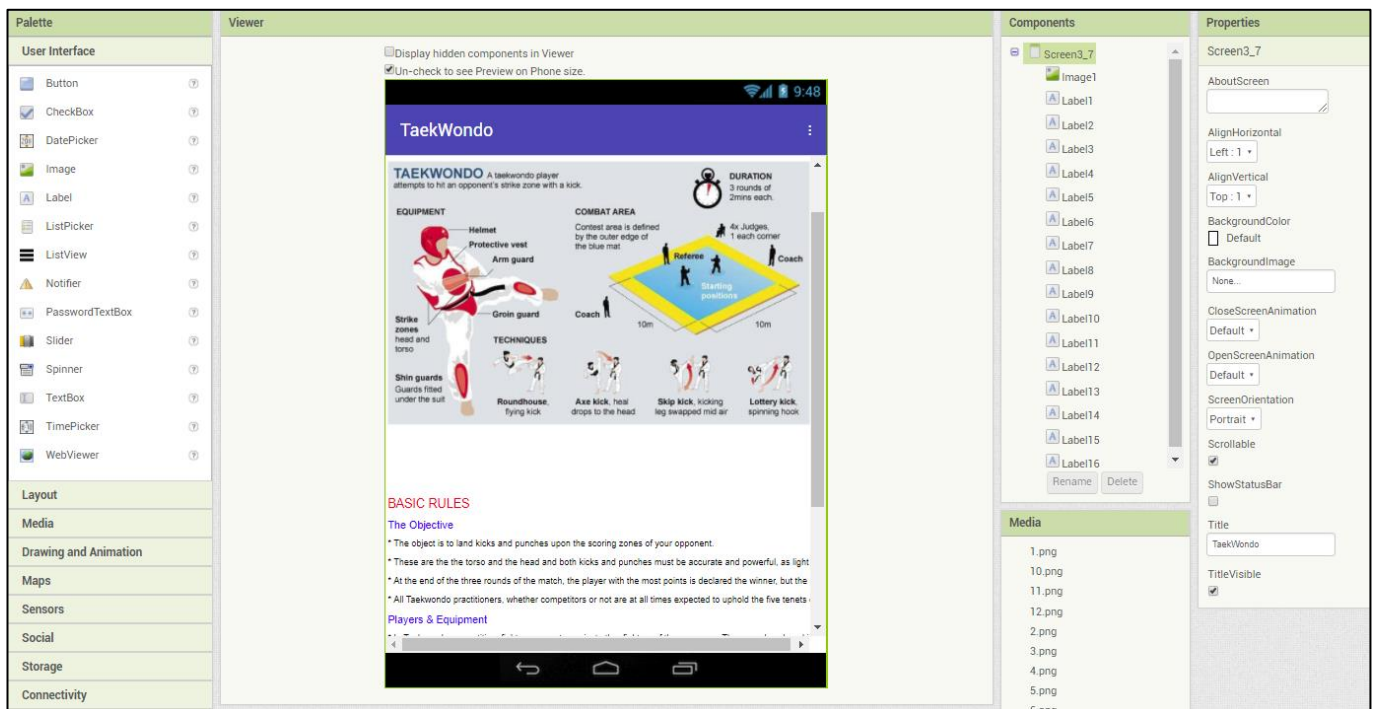


The mission **“SCREEN3_6”** is completed. 😊

SCREEN3_7

1) Add Screen and name it as **Screen3_7**.

2) Set the screen design and properties as:



3) Add **Image1** firstly and then **Label1, Label2, Label3 Label15, Label16** components into the screen.

4) Set the **Screen3_7** properties as on the picture above.

- 5) Set the properties of **Image1** as:
- Height : Automatic
 - Width : Fill parent
 - Picture : Taekwondo2.jpg

All **label** components have some same values. Please pay attention that the following properties are the same for all label. We have written them for common to shorten this tutorial 😊

Height :	Automatic
Width :	Automatic

- 6) Set the properties of **Label1** as:

- FontSize : 16
- Text : BASIC RULES
- TextColor : Red

- 7) Set the properties of **Label2** as:

- FontSize : 14
- Text : The Objective
- TextColor : Blue

- 8) Set the properties of **Label3** as:

- FontSize : 12
- Text : * The object is to land kicks and punches upon the scoring zones of your opponent.
- TextColor : Default

- 9) Set the properties of **Label4** as:

- FontSize : 12
- Text : * These are the the torso and the head and both kicks and punches must be accurate and powerful, as light tapping kicks are not counted by scorers (or electronic scoring systems in major competitions)
- TextColor : Default

- 10) Set the properties of **Label5** as:

- FontSize : 12
- Text : * At the end of the three rounds of the match, the player with the most points is declared the winner, but the match can end early by one player knocking the other player out.
- TextColor : Default

- 11) Set the properties of **Label6** as:

- FontSize : 12
- Text : * All Taekwondo practitioners, whether competitors or not are at all times expected to uphold the five tenets of Taekwondo. These are courtesy, integrity, perseverance, self-control and indomitable spirit.
- TextColor : Default

- 12) Set the properties of **Label7** as:

- FontSize : 14
- Text : Players & Equipment
- TextColor : Blue

13) Set the properties of Label8 as:

FontSize : 12
Text : * In Taekwondo competition, fighters compete against other fighters of the same sex. They are also placed into weight categories to ensure that fights are as evenly matched as possible. In junior competitions, there may also be age categories too.
TextColor : Default

14) Set the properties of Label9 as:

FontSize : 12
Text : * The white taekwondo uniform that competitors wear is often called a gi, but technically that is the Japanese name for a martial arts uniform and the proper Korean term is a dobok.
TextColor : Default

15) Set the properties of Label10 as:

FontSize : 12
Text : * A coloured belt is tied round the middle of the dobok and the colour signifies the grade of the practitioner.
TextColor : Default

16) Set the properties of Label11 as:

FontSize : 12
Text : * The belt system goes from white for beginners through to yellow, green, blue, red and then black for more experienced practitioners. Black belts then receive their 'dan' grades as they progress further in their experience and expertise.
TextColor : Default

17) Set the properties of Label12 as:

FontSize : 14
Text : Scoring
TextColor : Blue

18) Set the properties of Label13 as:

FontSize : 12
Text : Scoring in a Taekwondo match is simple. A player gets:
TextColor : Default

19) Set the properties of Label14 as:

FontSize : 12
Text : * One point for a basic attack to the opponent's torso
TextColor : Default

20) Set the properties of Label15 as:

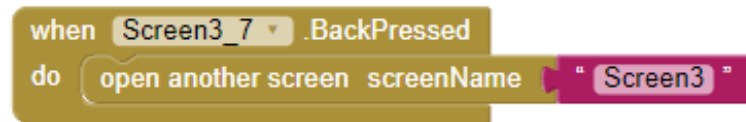
FontSize : 12
Text : * Two points for a spinning kick to the opponent's torso
TextColor : Default

21) Set the properties of Label16 as:

FontSize : 12
Text : * Three points for a kick to the head
TextColor : Default

That is all for the designer part on Screen3_7.

22) Build the **Blocks** part for **Screen3_7** as below.



The mission "SCREEN3_7" is completed. 😊

SCREEN3_8

- 1) Add Screen and name it as **Screen3_8**.
- 2) Set the screen design and properties as:



- 3) Add **Image1** firstly and then **Label1, Label2, Label3 Label15, Label16** components into the screen.
- 4) Set the **Screen3_8** properties as on the picture above.
- 5) Set the properties of **Image1** as:
Height : Automatic
Width : Fill parent
Picture : tenniscourt.jpg

All **label** components have some same values. Please pay attention that the following properties are the same for all label. We have written them for common to shorten this tutorial 😊

Height : Automatic
Width : Automatic

6) Set the properties of Label1 as:

FontSize : 16
Text : BASIC RULES
TextColor : Red

7) Set the properties of Label2 as:

FontSize : 14
Text : The Objective
TextColor : Blue

8) Set the properties of Label3 as:

FontSize : 12
Text : * The aim is to hit the ball over the net landing the ball within the margins of the court and in a way that results in your opponent being unable to return the ball. You win a point every time your opponent is unable to return the ball within the court.
TextColor : Default

9) Set the properties of Label4 as:

FontSize : 12
Text : * You need to score four points to win a game of tennis.
TextColor : Default

10) Set the properties of Label5 as:

FontSize : 12
Text : * The points are known as 15 (1 point), 30 (two points), 40 (three points) and the fourth would result in the winning point and the end of that game.
TextColor : Default

11) Set the properties of Label6 as:

FontSize : 12
Text : * If the scores went to 40-40 this would be known as deuce. When a game reaches deuce the player must then win by two clear points.
TextColor : Default

12) Set the properties of Label7 as:

FontSize : 14
Text : Winning the Game
TextColor : Blue

13) Set the properties of Label8 as:

FontSize : 12
Text : * To win the game you must win a certain amount of sets (best of three for women's matches and best of 5 sets for men's matches).
TextColor : Default

14) Set the properties of Label9 as:

FontSize : 12
Text : * Winning a set is simply the first player to reach 6 games but have to be clear by at least 2 games.
TextColor : Default

15) Set the properties of Label10 as:

FontSize : 12
Text : * If your opponent wins 5 games you must win the set 7-5. If the set goes to 6-6 then a tie break is played and it's simply the first player to 7 points.
TextColor : Default

16) Set the properties of Label11 as:

FontSize : 14
Text : Important Rules
TextColor : Blue

17) Set the properties of Label12as:

FontSize : 12
Text : * The game starts with a coin toss to determine which player must serve first and which side they want to serve from.
TextColor : Default

18) Set the properties of Label13 as:

FontSize : 12
Text : * The server must then serve each point from alternative sides on the base line. At no point must the server's feet move in front of the baseline on the court prior to hitting their serve.
TextColor : Default

19) Set the properties of Label14 as:

FontSize : 12
Text : * If the server fails to get their first serve in they may take advantage of a second serve. If they again fail to get their second serve in then a double fault will be called and the point lost.
TextColor : Default

20) Set the properties of Label15 as:

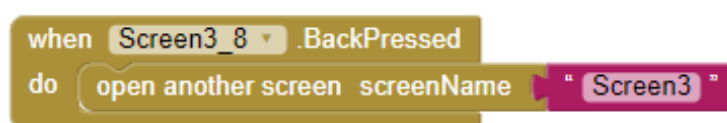
FontSize : 12
Text : * Points are awarded in scores of 15, 30 and 40. 15 represent 1 point, 30 = 2 and 40 = 3. You need 4 points to win a game.
TextColor : Default

21) Set the properties of Label16 as:

FontSize : 12
Text : * The balls in a tennis match are changed for new balls every 6 games
TextColor : Default

That is all for the designer part on Screen3_8.

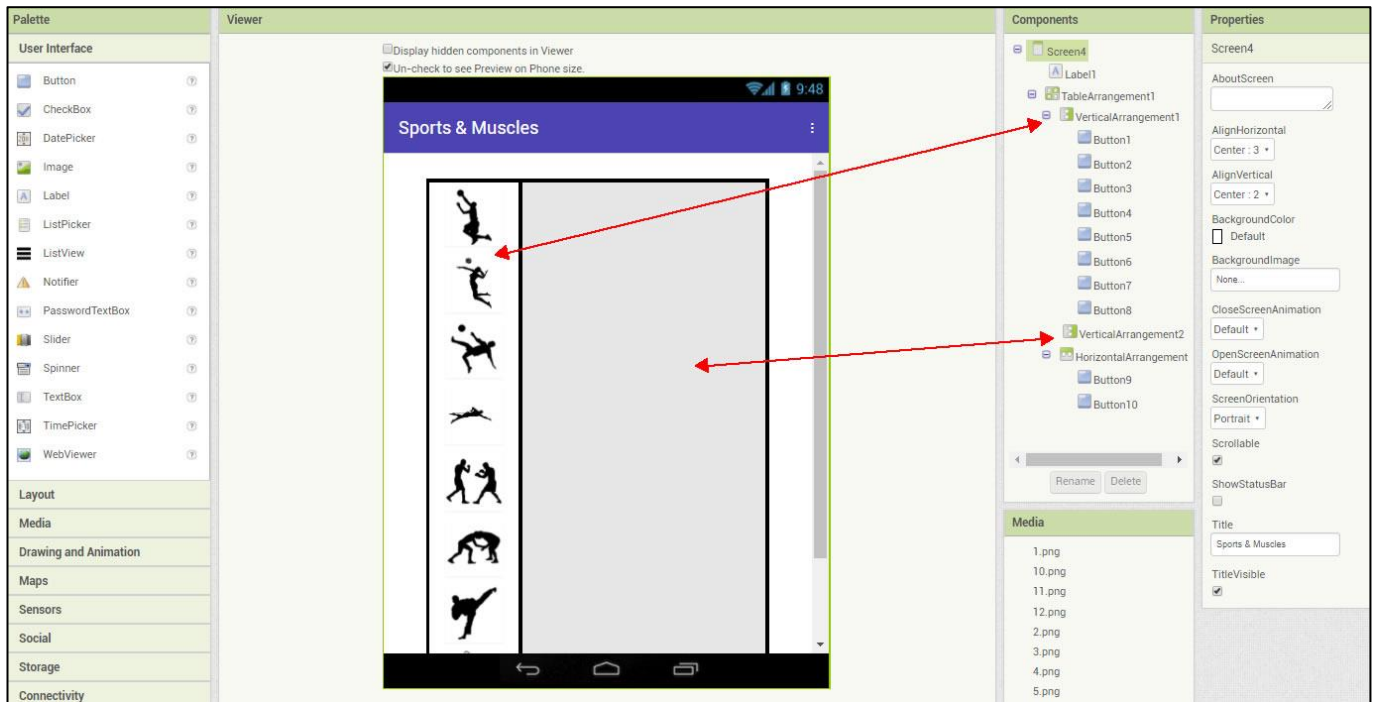
22) Build the Blocks part for Screen3_8 as below.



The mission "SCREEN3_8" is completed. 😊

SCREEN4

- 1) Add Screen and name it as **Screen4**.
- 2) Set the screen design and properties as:



- 3) Add **Label1**, **TableArrangement1**, **VerticalArrangement1** firstly and then **Button1**, **Button2**, **Button3**, **Button4**, **Button5**, **Button6**, **Button7**, **Button8**, **VerticalArrangement1**, **HorizontalArrangement1**, **Button9** and **Button10** components into the screen.

- 4) Set the **Screen4** properties as on the picture above.

- 5) Set the properties of **Label1** as:
 TextColor : None

- 6) Set the properties of **TableArrangement1** as:
 Columns : 2
 Height : Automatic
 Width : Automatic
 Rows : 2

- 7) Set the properties of **VerticalArrangement1** as:
 AlignHorizontal : Center
 AlignVertical : Top
 BackgroundColor : None
 Height : Automatic
 Width : 100 pixels

- 8) Set the properties of **Button1** as:
 Height : 65 pixels
 Width : 65 pixels
 Image : basketball.png
 Text : (empty)

- 9) Set the properties of **Button2** as:
 Height : 65 pixels
 Width : 65 pixels
 Image : volleyball.png
 Text : (empty)

- 10) Set the properties of **Button3** as:
 Height : 65 pixels
 Width : 65 pixels
 Image : football.png
 Text : (empty)

- 11) Set the properties of **Button4** as:
 Height : 65 pixels
 Width : 65 pixels
 Image : swimmer.png
 Text : (empty)

12) Set the properties of **Button5** as:

Height : 65 pixels
Width : 65 pixels
Image : boxing.png
Text : *(empty)*

13) Set the properties of **Button6** as:

Height : 65 pixels
Width : 65 pixels
Image : wrestling.png
Text : *(empty)*

14) Set the properties of **Button7** as:

Height : 65 pixels
Width : 65 pixels
Image : teakwando.png
Text : *(empty)*

15) Set the properties of **Button8** as:

Height : 65 pixels
Width : 65 pixels
Image : tennis.png
Text : *(empty)*

16) Set the properties of **VerticalArrangement2** as:

AlignHorizontal : Center
AlignVertical : Top
Height : Fill parent
Width : Fill parent

17) Set the properties of **HorizontalArrangement1** as:

Width : Fill parent

18) Set the properties of **Button9** as:

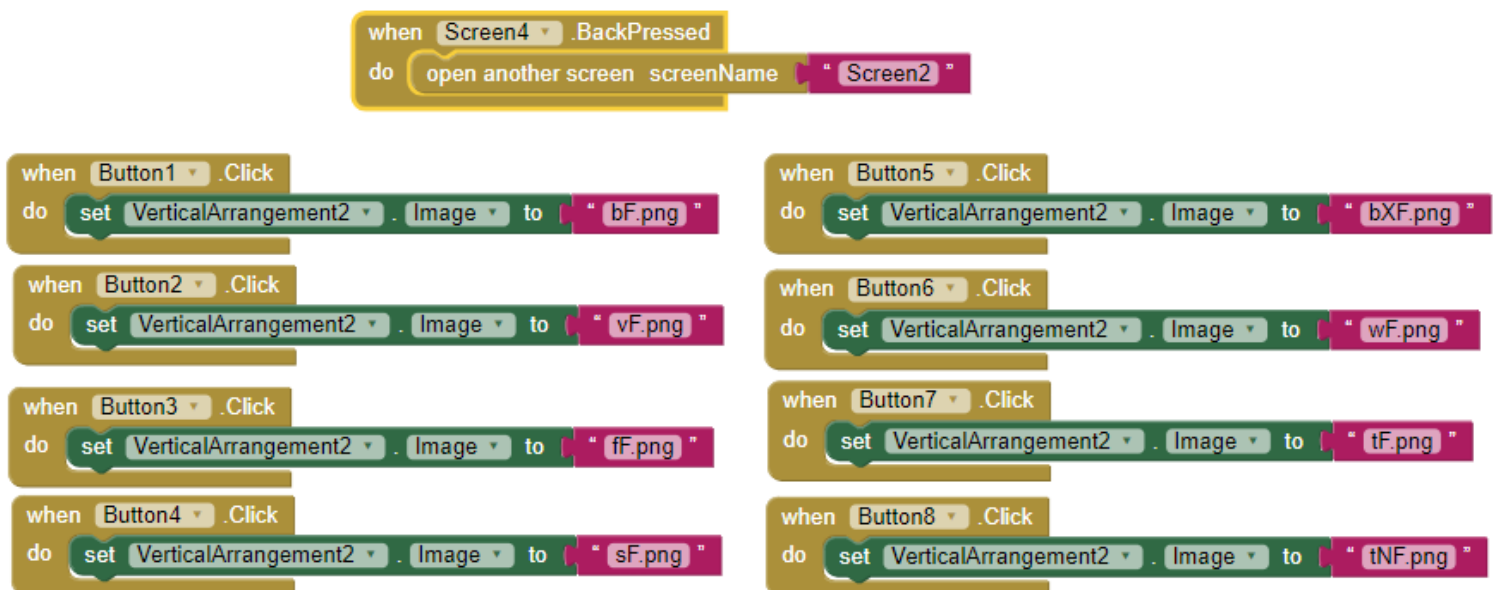
BackgroundColor : Green
Height : Automatic
Width : 130 pixels
Shape : Oval
Text : Front View

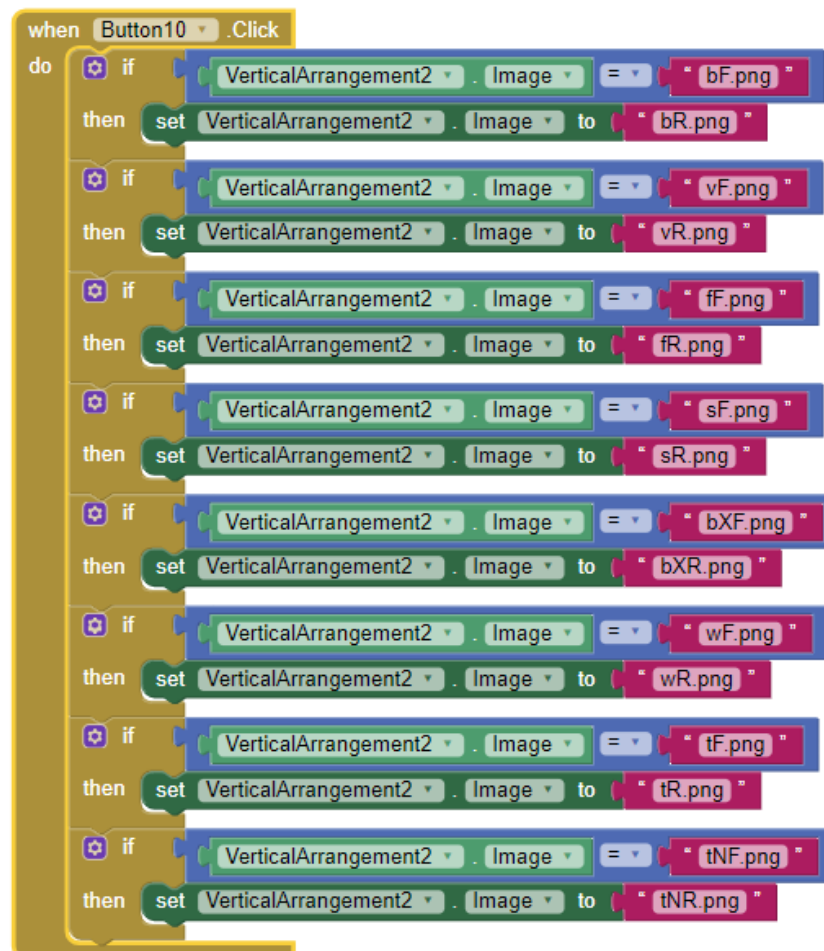
19) Set the properties of **Button10** as:

BackgroundColor : Green
Height : Automatic
Width : 130 pixels
Shape : Oval
Text : Back View

That is all for the **designer** part on **Screen4**.

20) Build the **Blocks** part for **Screen4** as below.

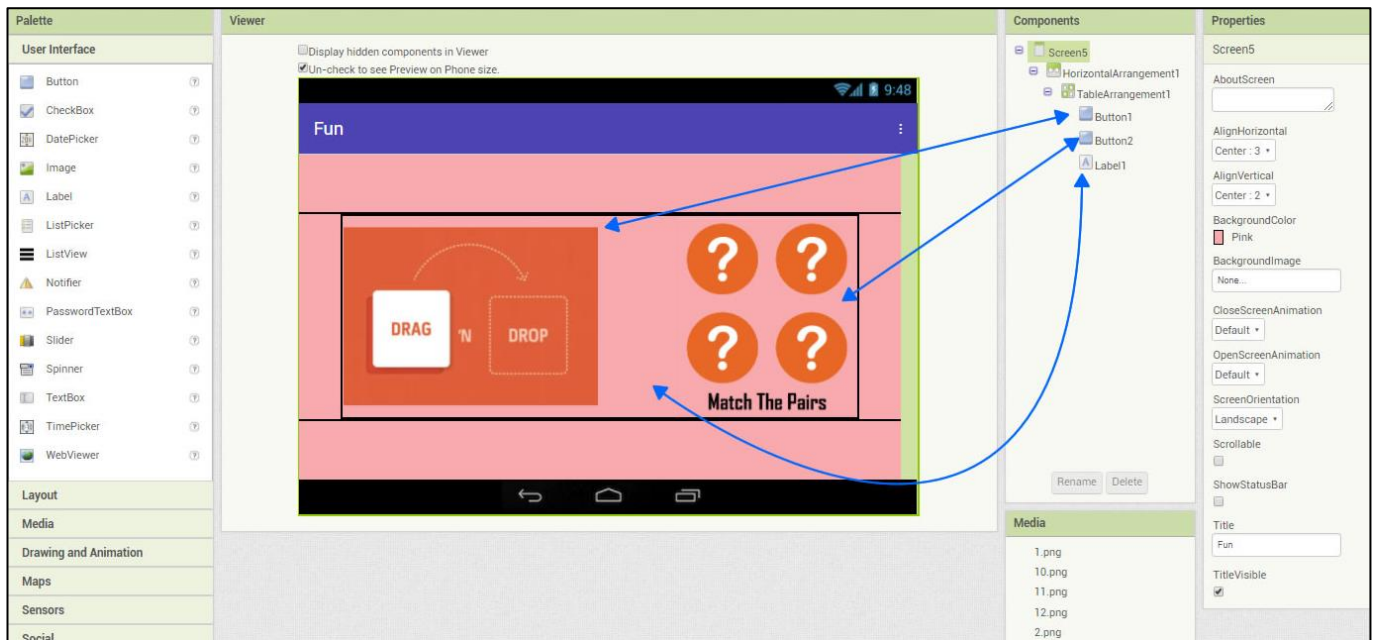




The mission "SCREEN4" is completed. 😊

SCREEN5

- 1) Add Screen and name it as **Screen5**.
- 2) Set the screen design and properties as:

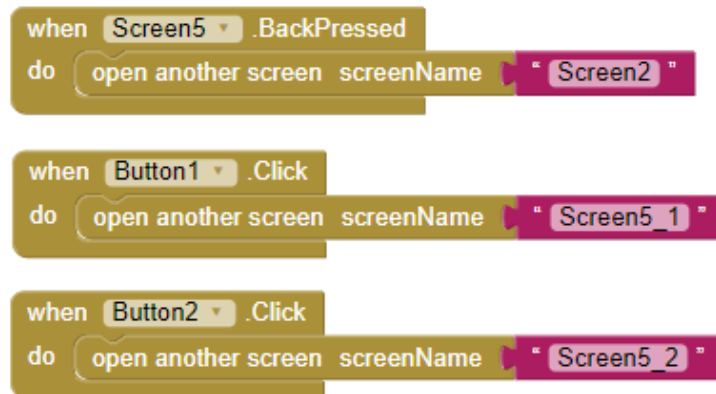


- 3) Add **HorizontalArrangement1**, **TableArrangement1** firstly and then **Button1**, **Button2**, and **Label1** components into the screen.
- 4) Set the **Screen5** properties as on the picture above.
- 5) Set the properties of **HorizontalArrangement1** as:
AlignHorizontal : Center
AlignVertical : Center
BackgroundColor : None
Height : Automatic
Width : 1000 pixels
- 6) Set the properties of **TableArrangement1** as:
Columns : 3
Rows : 1
- 7) Set the properties of **Button1** as:
Height : 200 pixels
Width : 285 pixels
Image : Drag-and-Drop2.jpg
Text : (empty)
- 8) Set the properties of **Button2** as:
Height : 222 pixels
Width : 200 pixels
Image : matchpair.png
Text : (empty)

- 9) Set the properties of **Label1** as:
TextColor : None

That is all for the **designer** part on **Screen5**.

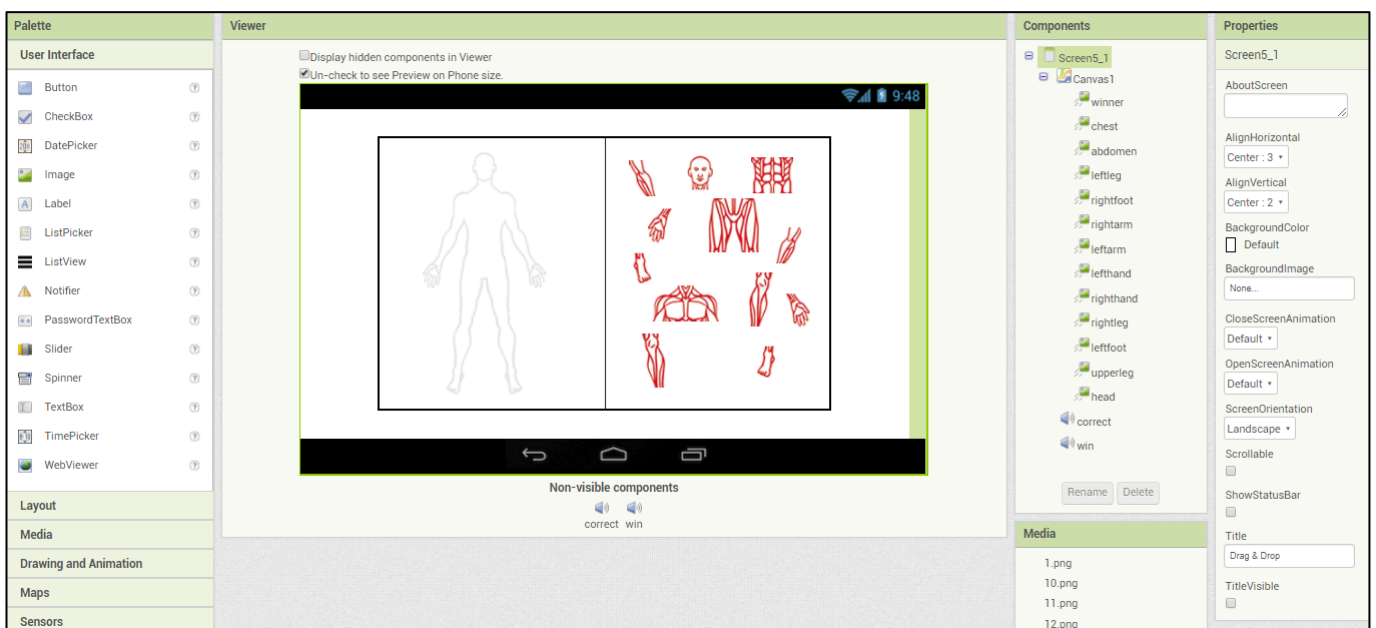
- 10) Build the **Blocks** part for **Screen5** as below.



The mission "SCREEN5" is completed. 😊

SCREEN5_1

- 1) Add Screen and name it as **Screen5_1**.
- 2) Set the screen design and properties as:



- 3) Add **Canvas1** firstly and then **ImageSprite1**, **ImageSprite2**, **ImageSprite3**, **ImageSprite4**, **ImageSprite5**, **ImageSprite6**, **ImageSprite7**, **ImageSprite8**, **ImageSprite9**, **ImageSprite10**, **ImageSprite11**, **ImageSprite12**, **ImageSprite13** and **Sound1**, **Sound2** components into the screen.

4) Set the **Screen5_1** properties as on the picture above.

5) Set the properties of **Canvas1** as:

BackgroundColor : None
BackgroundImage : bg.png

6) Set the properties of **ImageSprite1** as:

Rename : winner
BackgroundImage : bg.png
Height : Fill parent
Width : Fill parent
Picture : winner.jpg
Visible : False (unchecked)
X : 128
Y : -14

7) Set the properties of **ImageSprite2** as:

Rename : chest
BackgroundImage : 2.png
X : 301
Y : 161

8) Set the properties of **ImageSprite3** as:

Rename : abdomen
BackgroundImage : 3.png
X : 411
Y : 19

9) Set the properties of **ImageSprite4** as:

Rename : leftleg
BackgroundImage : 5.png
X : 407
Y : 147

10) Set the properties of **ImageSprite5** as:

Rename : rightfoot
BackgroundImage : 12.png
X : 280
Y : 125

11) Set the properties of **ImageSprite6** as:

Rename : rightarm
BackgroundImage : 7.png
X : 275
Y : 22

12) Set the properties of **ImageSprite7** as:

Rename : leftarm
BackgroundImage : 8.png
X : 437
Y : 97

13) Set the properties of **ImageSprite8** as:

Rename : lefthand
BackgroundImage : 9.png
X : 296
Y : 77

14) Set the properties of **ImageSprite9** as:

Rename : righthand
BackgroundImage : 10.png
X : 448
Y : 171

15) Set the properties of **ImageSprite10** as:

Rename : rightleg
BackgroundImage : 6.png
X : 288
Y : 215

16) Set the properties of **ImageSprite11** as:

Rename : leftfoot
BackgroundImage : 11.png
X : 416
Y : 229

17) Set the properties of **ImageSprite12** as:

Rename : upperleg
BackgroundImage : 4.png
X : 363
Y : 65

18) Set the properties of **ImageSprite13** as:

Rename : head
BackgroundImage : 1.png
X : 340
Y : 18

19) Set the properties of **Sound1** as:

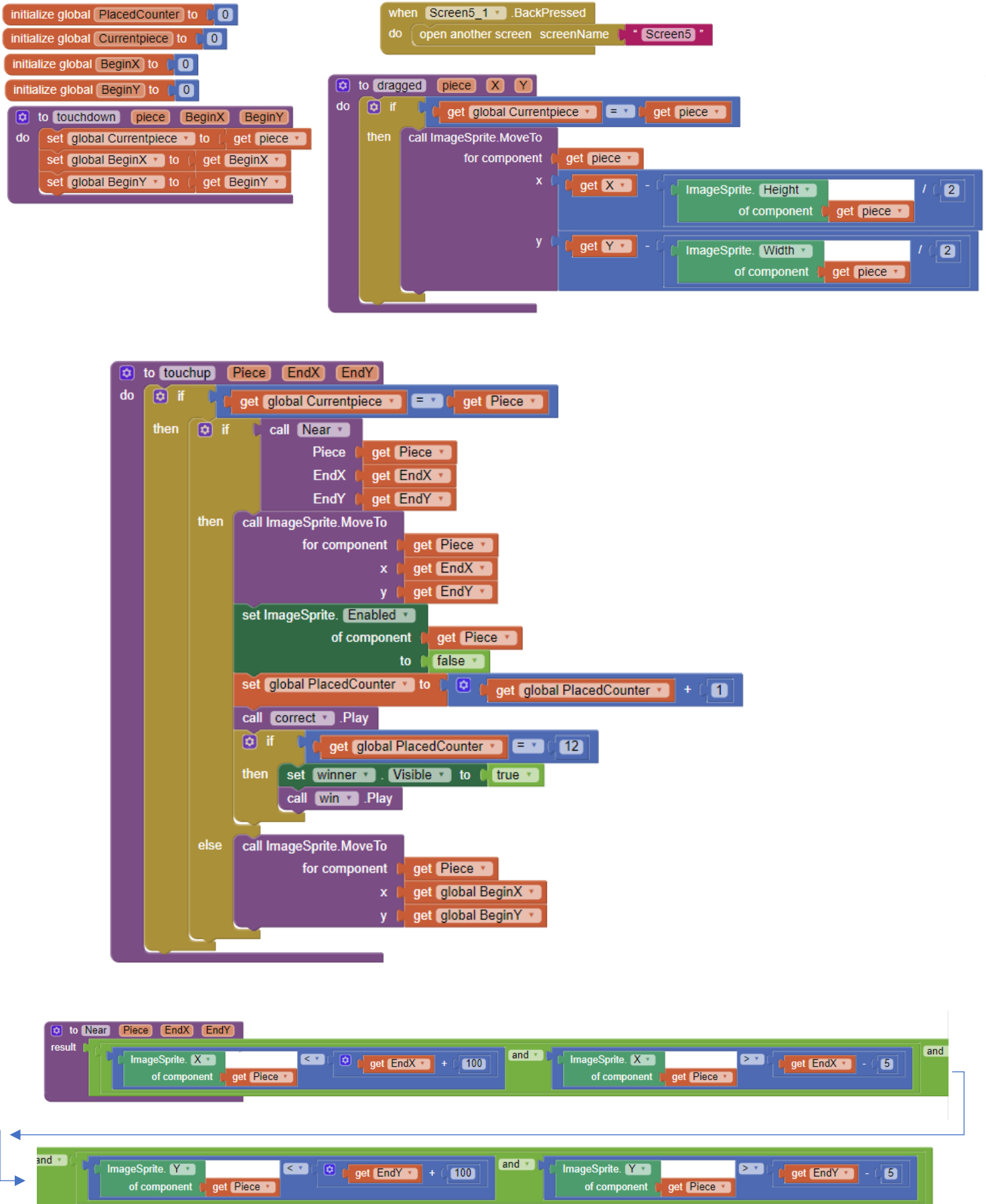
Rename : correct
Source : correct.mp3

20) Set the properties of **Sound2** as:

Rename : win
Source : win.mp3

That is all for the **designer** part on **Screen5**.

21) Build the **Blocks** part for **Screen5_1** as below.



```

when head .TouchDown
x y
do call touchdown
    piece head
    BeginX 340
    BeginY 18

```

```

when head .Dragged
startX startY prevX prevY currentX currentY
do call dragged
    piece head
    X get currentX
    Y get currentY

```

```

when head .TouchUp
x y
do call touchup
    Piece head
    EndX 102
    EndY 14

```

```

when chest .TouchDown
x y
do call touchdown
    piece chest
    BeginX 301
    BeginY 161

```

```

when chest .Dragged
startX startY prevX prevY currentX currentY
do call dragged
    piece chest
    X get currentX
    Y get currentY

```

```

when chest .TouchUp
x y
do call touchup
    Piece chest
    EndX 79
    EndY 49

```

```

when abdomen .TouchDown
x y
do call touchdown
    piece abdomen
    BeginX 411
    BeginY 19

```

```

when abdomen .Dragged
startX startY prevX prevY currentX currentY
do call dragged
    piece abdomen
    X get currentX
    Y get currentY

```

```

when abdomen .TouchUp
x y
do call touchup
    Piece abdomen
    EndX 93
    EndY 89

```

```

when rightarm .TouchDown
x y
do call touchdown
    piece rightarm
    BeginX 275
    BeginY 22

```

```

when rightarm .Dragged
startX startY prevX prevY currentX currentY
do call dragged
    piece rightarm
    X get currentX
    Y get currentY

```

```

when rightarm .TouchUp
x y
do call touchup
    Piece rightarm
    EndX 138
    EndY 89

```

```

when leftfoot .TouchDown
x y
do call touchdown
    piece leftfoot
    BeginX 426
    BeginY 229

```

```

when leftfoot .Dragged
startX startY prevX prevY currentX currentY
do call dragged
    piece leftfoot
    X get currentX
    Y get currentY

```

```

when leftfoot .TouchUp
x y
do call touchup
    Piece leftfoot
    EndX 73
    EndY 249

```

```

when lefthand .TouchDown
x y
do call touchdown
    piece lefthand
    BeginX 296
    BeginY 77

```

```

when lefthand .Dragged
startX startY prevX prevY currentX currentY
do call dragged
    piece lefthand
    X get currentX
    Y get currentY

```

```

when lefthand .TouchUp
x y
do call touchup
    Piece lefthand
    EndX 48
    EndY 128

```

```

when leftleg .TouchDown
x y
do call touchdown
    piece leftleg
    BeginX 407
    BeginY 147

```

```

when leftleg .Dragged
startX startY prevX prevY currentX currentY
do call dragged
    piece leftleg
    X get currentX
    Y get currentY

```

```

when leftleg .TouchUp
x y
do call touchup
    Piece leftleg
    EndX 80
    EndY 189

```

```

when leftarm .TouchDown
x y
do call touchdown
    piece leftarm
    BeginX 437
    BeginY 97

```

```

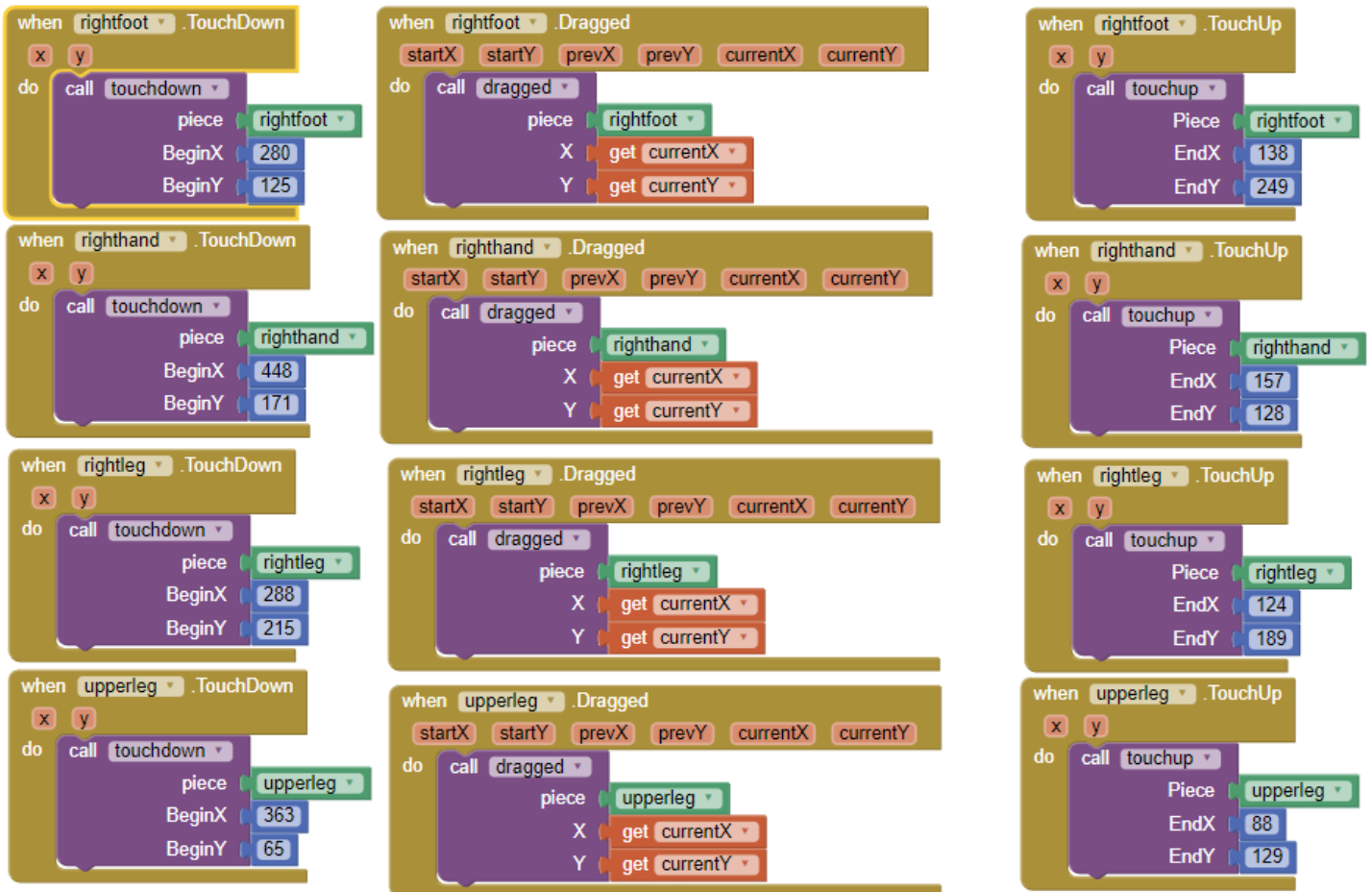
when leftarm .Dragged
startX startY prevX prevY currentX currentY
do call dragged
    piece leftarm
    X get currentX
    Y get currentY

```

```

when leftarm .TouchUp
x y
do call touchup
    Piece leftarm
    EndX 64
    EndY 89

```

The mission "SCREEN5_1" is completed. 😊

SCREEN5_2

- 1) Add Screen and name it as **Screen5_2**.
- 2) Set the screen design and properties as:
- 3) Add the components into the screen as listed below.



HorizontalArrangement1	TableArrangement1			
Time : 00 - 00 Wrong Pairing : 00				
Label1	Button1	Button7	Button13	Button17
Label2	Button2	Button8	Button14	Notifier
Label3	Button3	Button9	Button15	Clock1
Label4	Button4	Button10	Button16	Clock2
Label5	Button5	Button11		
Label6	Button6	Button12		

4) Set the **Screen5_2** properties as on the picture above.

5) Set the properties of **HorizontalArrangement1** as:
(Just adding, no select anything)

6) Set the properties of **Label1** as:

Text : Time:
TextColor : Blue

7) Set the properties of **Label2** as:

Rename : minute
Text : 00
TextColor : Default

8) Set the properties of **Label3** as:

Text : -
TextColor : Default

9) Set the properties of **Label4** as:

Rename : second
Text : 00
TextColor : Default

10) Set the properties of **Label5** as:

Text : Wrong Pairing:
TextColor : Blue

11) Set the properties of **Label6** as:

Rename : numberoferror
Text : Wrong Pairing:
TextColor : Blue

11) Set the properties of **TableArrangement1** as:

Columns : 6
Rows : 3

12) Set the properties of **Button1, Button2.....Button15, Button16** as:

Height : 85 pixels
Width : 85 pixels

13) Set the properties of **Button17** as:

Height : 40 pixels
Width : 100 pixels
Image : Reset.png
Text : (empty)

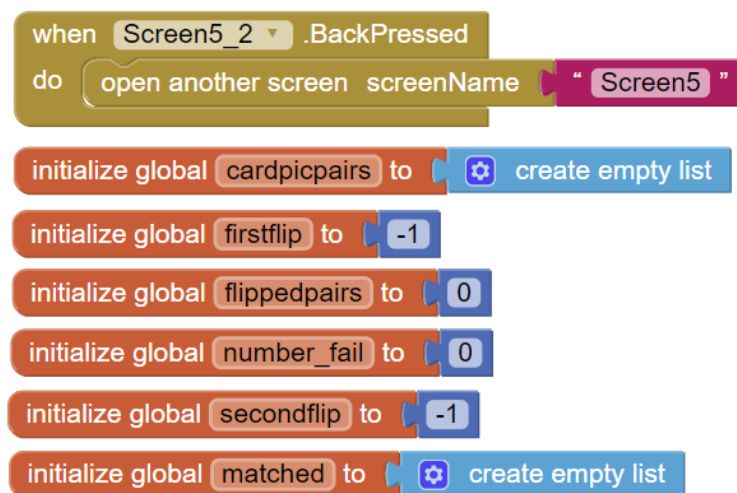
14) Set the properties of **Notifier1** as:
(Just default values, no change)

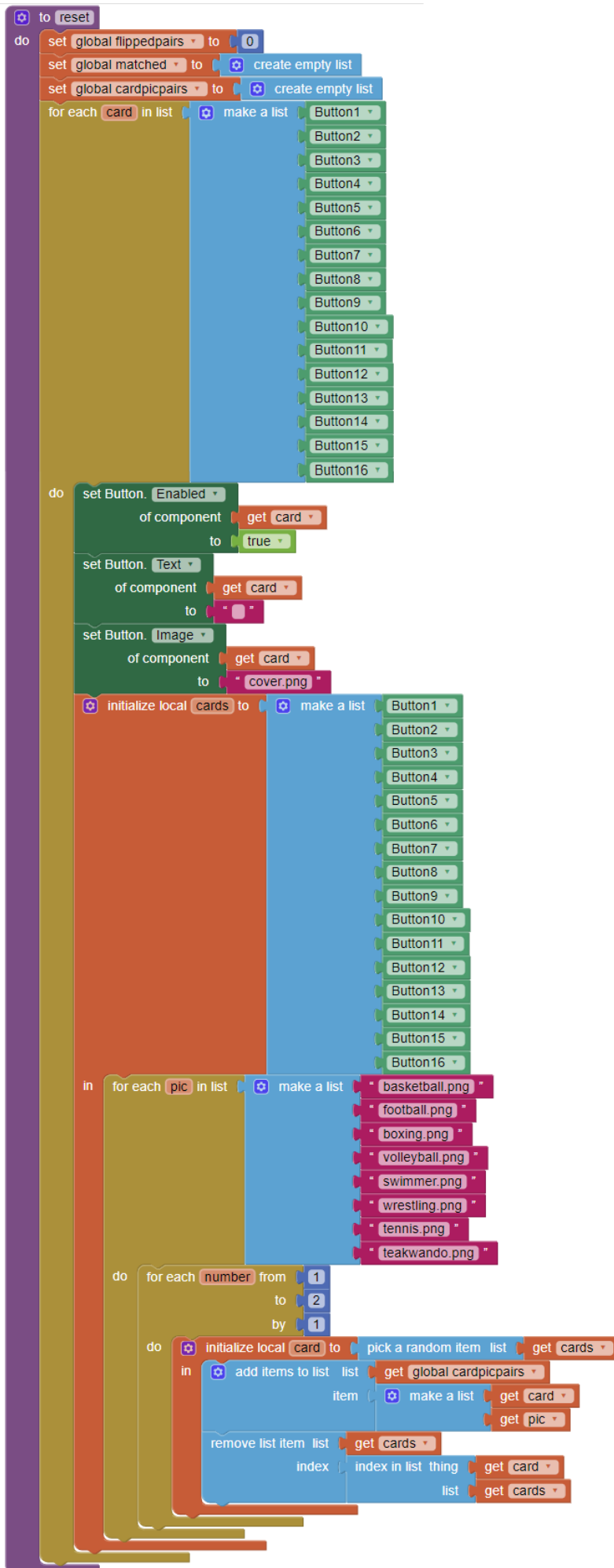
15) Set the properties of **Clock1** as:
TimerAlwaysFires : checked (true)
TimerEnabled : unchecked (false)
TimerInterval : 1000

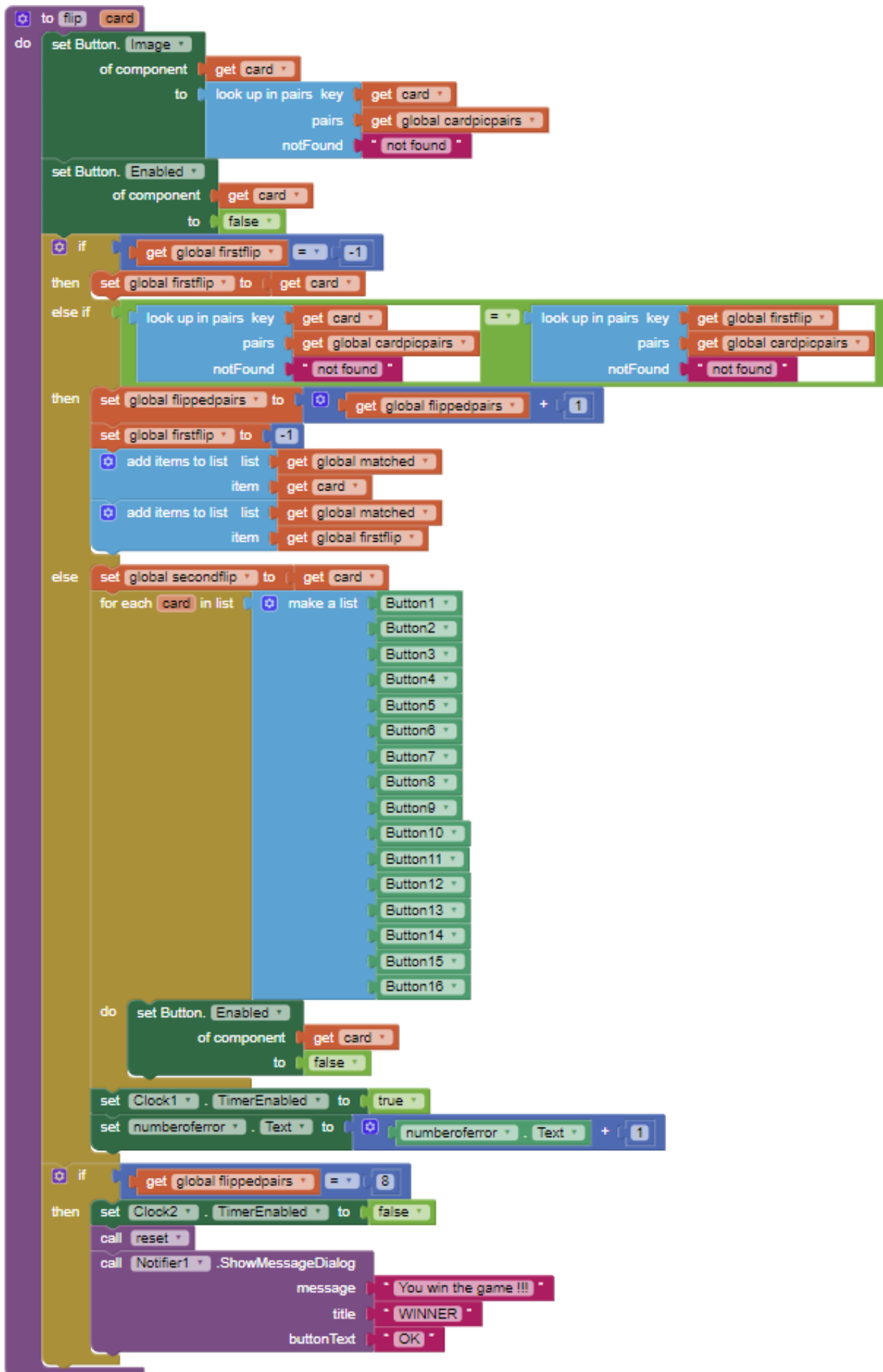
16) Set the properties of **Clock2** as:
TimerAlwaysFires : checked (true)
TimerEnabled : checked (true)
TimerInterval : 1000

That is all for the **designer** part on **Screen5_2**.

17) Build the **Blocks** part for **Screen5_2** as below.







```

when Button1 .Click
do
  call flip
  card Button1

```

```

when Button2 .Click
do
  call flip
  card Button2

```

```

when Button3 .Click
do
  call flip
  card Button3

```

```

when Button4 .Click
do
  call flip
  card Button4

```

```

when Button5 .Click
do
  call flip
  card Button5

```

```

when Button6 .Click
do
  call flip
  card Button6

```

```

when Button7 .Click
do
  call flip
  card Button7

```

```

when Button8 .Click
do
  call flip
  card Button8

```

```

when Button9 .Click
do
  call flip
  card Button9

```

```

when Button10 .Click
do
  call flip
  card Button10

```

```

when Button11 .Click
do
  call flip
  card Button11

```

```

when Button12 .Click
do
  call flip
  card Button12

```

```

when Button13 .Click
do
  call flip
  card Button13

```

```

when Button14 .Click
do
  call flip
  card Button14

```

```

when Button15 .Click
do
  call flip
  card Button15

```

```

when Button16 .Click
do
  call flip
  card Button16

```

```

when Button17 .Click
do
  call reset
  set minute .Text to 0
  set second .Text to 0
  set numeroerror .Text to 0
  set Clock2 .TimerEnabled to true

```

```

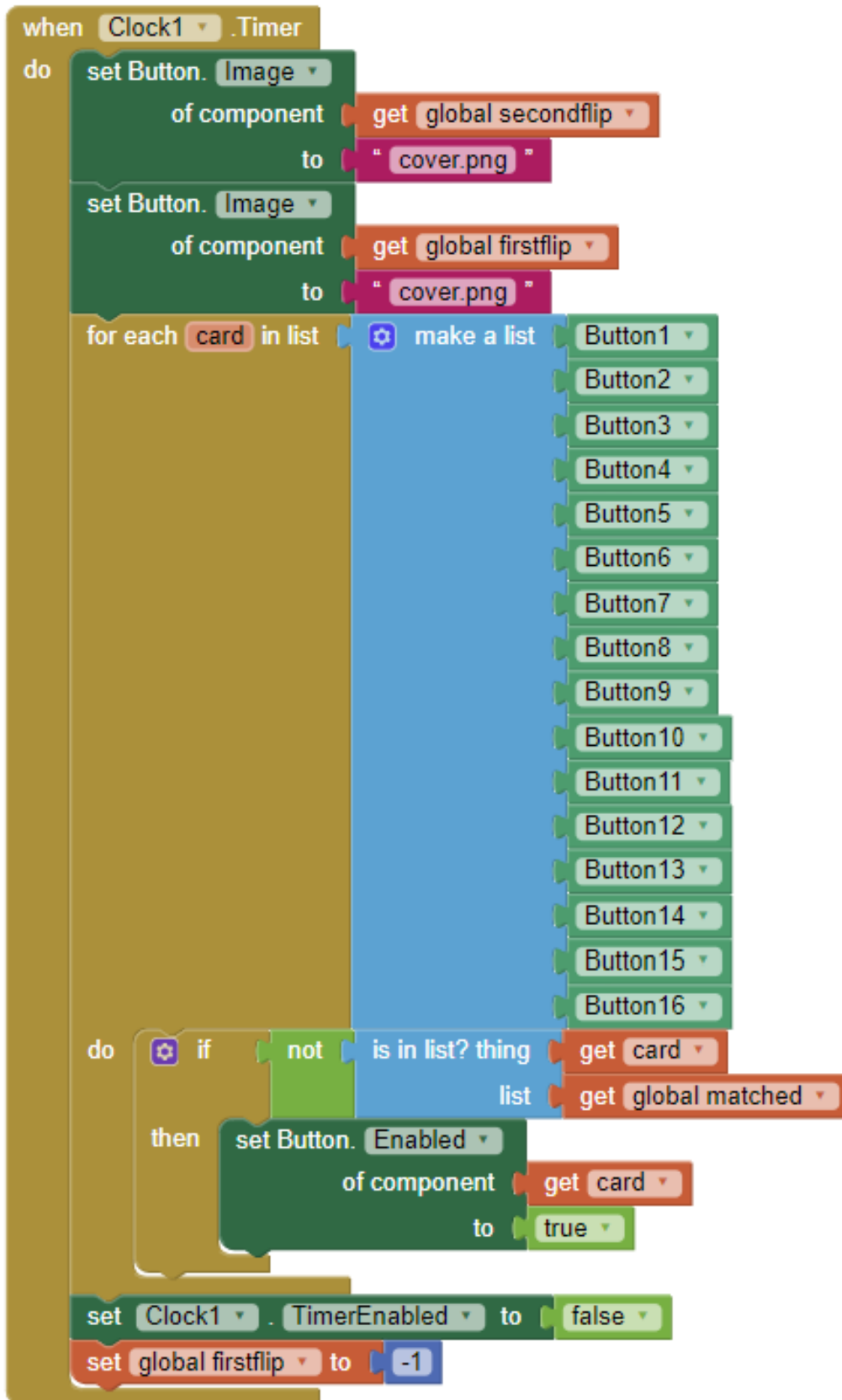
when Screen5_2 .Initialize
do
  call reset

```

```

when Clock2 .Timer
do
  set second .Text to (second .Text + 1)
  if (second .Text > 59)
  then
    set second .Text to 0
    set minute .Text to (minute .Text + 1)

```



The mission "SCREEN5_2" is completed. 😊

THE MISSION "LIFLOS" IS COMPLETED. 😊