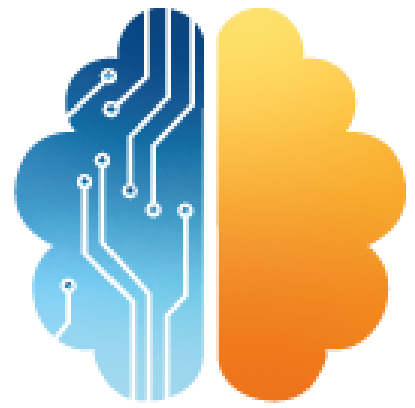


SilverCoders

DIGITAL LITERACY IMPROVEMENT THROUGH EFFECTIVE
LEARNING EXPERIENCES FOR ADULTS



CHALLENGE #29 **PAINTER**

CODING TRAINING PROGRAMME **FOR +55 ADULTS**



SILVER CODERS

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STRUCTURE OF THE CHALLENGE

DESCRIPTION

In this challenge you are going to analyse an existing app that has the basic functions of a painter: draw, erase, change color.

GENERAL GOAL

In the last 4 challenges, we are changing our strategy: we are taking a completely developed project and we are analysing how it was developed. In this case we will use a very simple painter application and assess each of its complex features. At this stage, you've done enough exercises to understand how Gdevelop works.

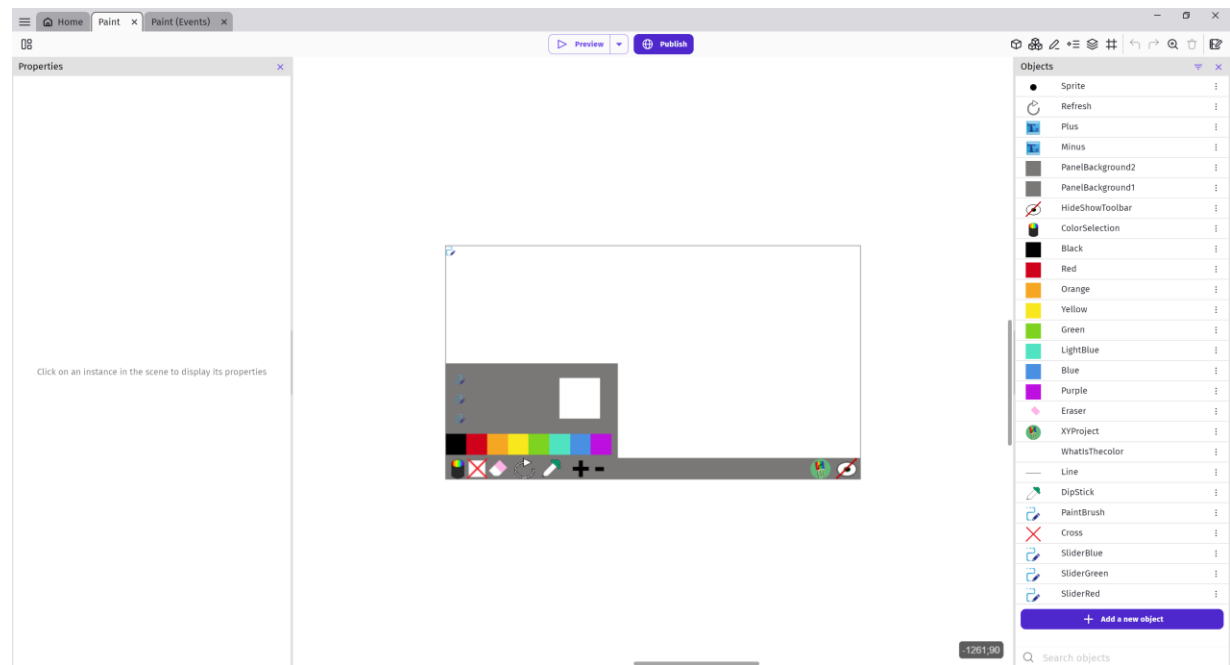
LEARNING OBJECTIVES

In the end of this challenge, you will be able ...:

- To have experience with a visual programming suite and be able to code standard small piece of software with it.
- Know what statements and command lines are and what they mean for a compiler.
- To be able to write instructions using correct syntax and with minimal errors.
- Know what operators are, what they do and which symbols stand for which operators.
- To be able to understand the assignment of values to variables and how to change them.
- To know all the basic arithmetic operations and how to use them.
- Recognize and know how to use all the data structures related to numbers.
- To know the structures linked to the use of text, such as strings and characters.
- To be able to use If statements correctly to execute code according to a certain defined fixed condition.

INSTRUCTIONS

This is your initial setup for the complete application. As usual, the first thing you should do is to preview it and see how it works.



In this challenge, analyse:

- How colors are handled by Gdevelop and the **Tint** property of **Objects**
- The difference between Outline and Fill colors
- How to use **Draw** and what type of graphics can be drawn (lines, circles, etc...)
- How **Render** can be used to create a **Sprite**

RESOURCES

Challenge 29