

CoderDojo Athenry

"Above all, be cool"



Every week:

- ✓ Sign in at the door

If you are new:

- ✓ Fill in Registration Form
- ✓ Ask a Mentor how to get started

Make sure you are on the Athenry Parents/Kids Google Group: email coderdojoathenry@gmail.com

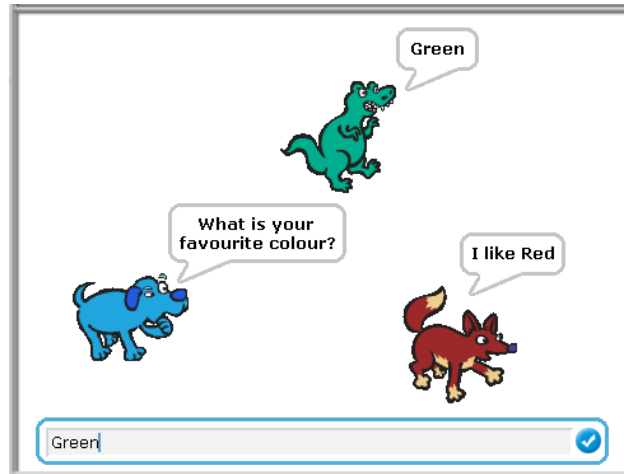
CoderDojo Athenry

Scratch Beginners



Code and notes by Michael Madden with Michael Finn, 2012/13

Today's Ninja Challenge: Make a **Network Chat Program!**



Today's **Big Ideas**

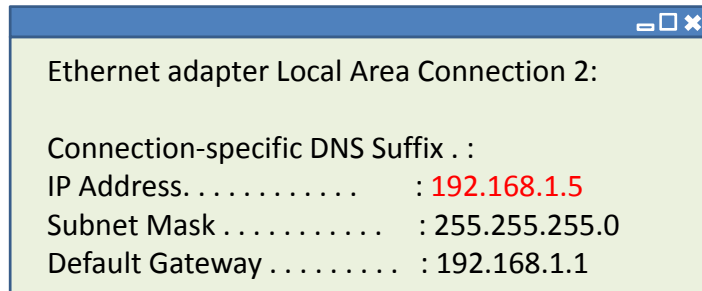
How Networks
Work

Comms
Between PCs

Variables

What's Your Computer's IP Address?

Windows IP Configuration:



Look for the IP Address

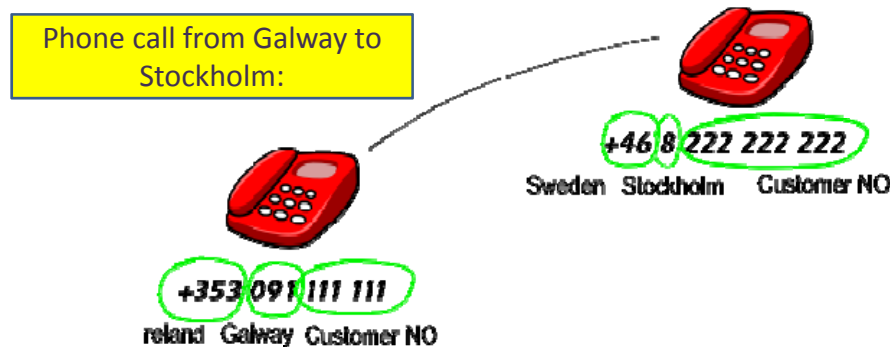
Can you find the IP address on your computer?

How Does this Help Me?

Computers use IP addresses to communicate

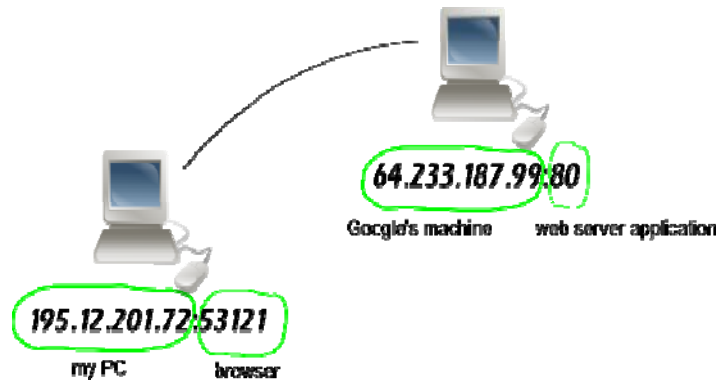
A bit like phone numbers:

Parts to identify location & recipient



Similarly with IP Address ...

Web browser on my PC (IP address 192.12.201.72)
talks to Google web server (64.233.187.99)



Find the Website

**What web sites are at
these IP addresses?**



How to do it:

- Open web browser
- Enter IP address in Address box
- What site opens?

Networking Between Computers in Scratch



Then all of them can **communicate**:
Receive each other's **broadcasts**,
Sense each other's **variables**.

Meshes are a secret **hidden feature!!** Tricky to set up first time!

1: Shift-Click on Top of R

2: Select "turn fill screen off": White area appears at bottom

3: Click in white area; select "open"

4: Then select "browser"

White area

Set Mesh Up, Part 2

The screenshot shows the Scratch System Browser with the following structure:

Scratch-Objects	OffscreenWorldMorph	-- all --	aboutScratch
Scratch-Blocks	ScratchFrameMorph	initialization	addServerCommandsTo:
Scratch-Execution Engine	ScratchLibraryMorph	accessing	addSpriteMorph
Scratch-Object ID	ScratchPresenterMorph	menu/button actions	allProjectMedia
Scratch-UI-Dialogs	ScratchScriptEditorMorph	geometry	canonicalizeImagesQuality
Scratch-UI-Panes	ScratchScriptsMorph	drawing	canonicalizeSoundsBits:sa
Scratch-UI-Watchers	ScratchViewerMorph	event handling	compressImages
Scratch-UI-Support	SensorBoardMorph	stepping	compressSounds
Scratch-Paint		dropping/grabbing	developersMenu
Scratch-Sound		view mode	editMenu:
Scratch-Translation		other	editNotes
Scratch-Networking		startup	enableRemoteSensors
ScratchLibraries		etc. add/delete	swtScratchControl

The code for `addServerCommandsTo:` is shown below:

```

addServerCommandsTo: t1
| t2 t3 |
t2 ← false.
t2 ifTrue: [t ← self].
t1 addLine.
(workPane scratchServer notNil and: [workPane scratchServer sessionInProgress])
ifTrue:
    [t1 add: 'Show IP Address' action: #
    t3 ← workPane scratchServer isHost
    ifTrue: ['Stop Hosting'
    ifFalse: ['Leave Mesh'
    t1 add: t3 action: #exitScratchSessio
    ifFalse:
        [t1 add: 'Host Mesh' action: #startH
        t1 add: 'Join Mesh' action: #joinScr
    
```

5: Click: **Scratch-UI-Panes** then **ScratchFrameMorph** then **menu/button actions** then **addServerCommandsTo**

6: Find line: `t2 ← true.`
Change to `t2 ← false.`

7: Ctrl-Click in this area, select "accept" to save.

Enter your initials to confirm.

8: Press X to close System Browser.

Select **Yes** to save changes.

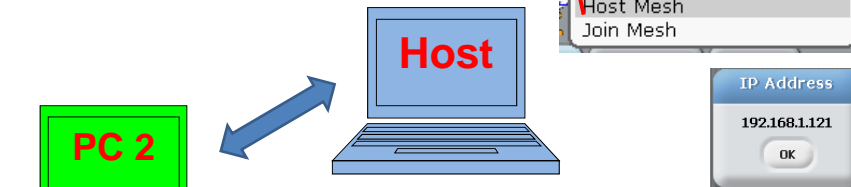


9: Shift-click on top of R again. Select "turn fill screen on" to get rid of white area.

10: Select "save image for end-user": this is you won't have to repeat these steps every time!

Now Activate a Mesh!

Pick a computer to be the **Host**.
Shift-Click on the **Share** menu and select "**Host Mesh**" from the extra menu items.
It will display an **IP address**: write it down!

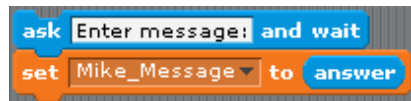


On the other computers, Shift-Click on the **Share** menu and select "**Join Mesh**". You will have to enter the **IP address** of the Host.

When meshed, Scratch programs on the two computers can receive each other's **broadcasts** and sense each other's **variables**.

The Design of **Chatty**: Your First Networking Program

My computer will ask for a message and **set** value of variable

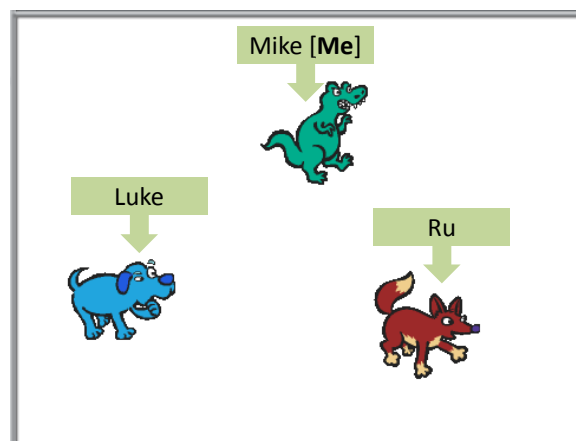


Other computers will **sense** variable & display it using "say"



They all set their own variable's values and display each other's, so everyone can exchange messages.

Chatty Step 1



Create a sprite for each ninja in your group

Chatty Step 2

Make a variable with your name;
add this code to **your own** sprite



Set your variable
to the text that is
entered



Get your sprite
to display your
variable's values



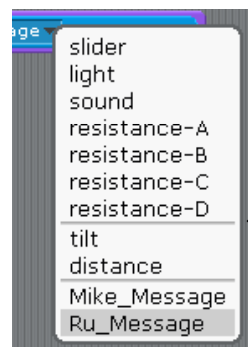
Chatty Step 3 (Final)



Add this code to **your friends'** sprites on
your computer to display their messages

First host or join your **Mesh**,
so your friends' variables will
show up on the **sensor** menu.

Get the sprite to display
your friend's message,
sensed from their computer



At the End ...

Upload your project to the Scratch Website
 user: **cdatheny** password: _____

Access it
 from home

Improve it

Show your
 friends!

