**Scenario 17 – Operations**

You have to program the game with which the player solves simple mathematical operations.

1. First you have **to open** **the** *Operations* **program**. In it you find a program template with background and sprites – the numbers.
2. Next you have to add the code that **the backgrounds (mathematical operations) will be randomly changed 10 times**.

The following note:

* You have **to add a new variable named *Operation*** in which you will store the mathematical operation - the background (you go to Variables tab and click on the New Variable button).
* You have **to randomly set the value of the Operation variable**(help yourself with the blocks  and ) .
* You have **to switch background** to the randomly selected mathematical operation – another background (help yourself with the block ).

1. You have to add the code that it **randomly change the number** (the sprite). First you have to create a new variable named Number. Then you have to add the code that the number is changed, when the mathematical operation is changed.

You do this by sending a message using the  block.

When the number receives a message (), the number is changed randomly (similar to task 2).

1. You have to add the code that **the player can enter the result**.

*TIP: Help yourself with the block .*

1. Now you have to add code that you can check if the player has entered the correct result.

The following note:

* You have to create a new variables named *Correct* and *Incorrect* to count how many correct and incorrect answers the player has given.
* **You have to check which mathematical operations is in progress.**

*TIP: Help yourself with the blocks /Users/tadejanemanic/Downloads/Racunanje script pic (8).png and .*

* **You have to verify that the player's answer is correct.**

*TIP: Help yourself with the blocks* , /Users/tadejanemanic/Downloads/Racunanje script pic (10).png, .

* **If the player's answer is correct, you have to increase the Correct variable by 1, otherwise you have to increase Incorrect variable by 1.**

*TIP: Help yourself with the blocks  and* .

1. Finally you have to add the code that let the player know how many points he has scored. The following note:

* **You have to send a message:** *sum the points*.

*TIP: Help yourself with the block* .

* When the number receives the message, it calculates **how many points the player has scored**. The points are calculated by subtracting the number of incorrect answer from the number of correct answer.

*TIP: Help yourself with the blocks  and* .

WHEN YOU FINISH, **SAVE** THE PROGRAM!

Operations: <https://snap.berkeley.edu/project?user=ddureva&project=operations_half>