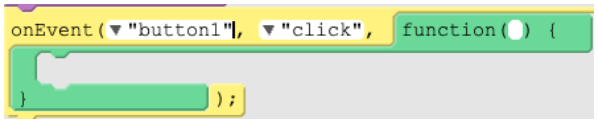
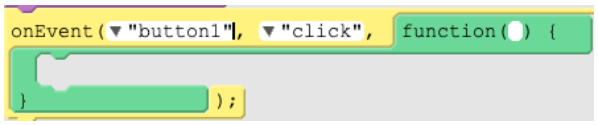
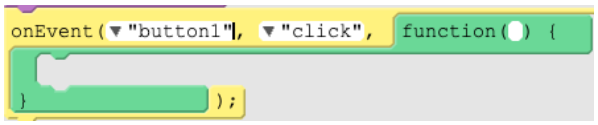
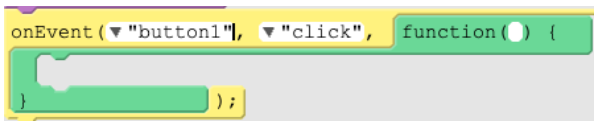
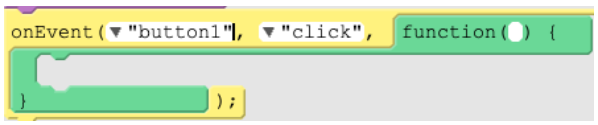

onEvent("button1", "click", function() {
});

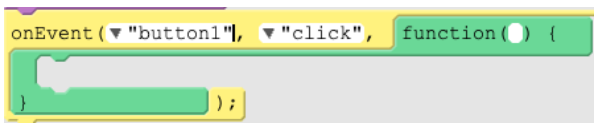

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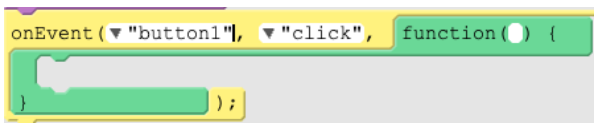

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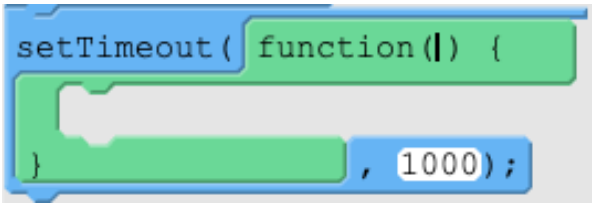

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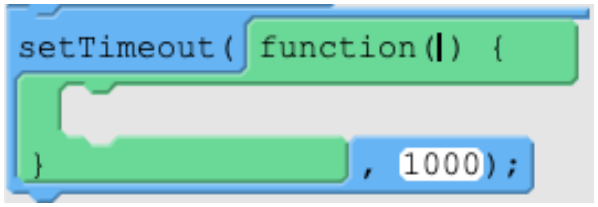

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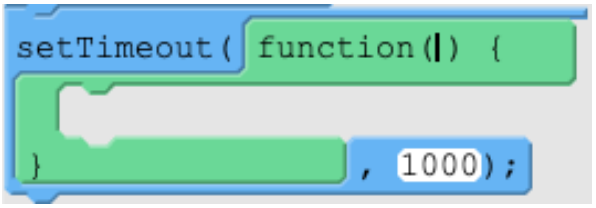

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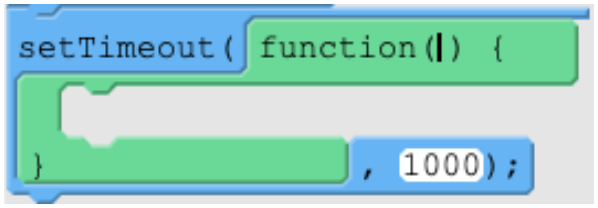

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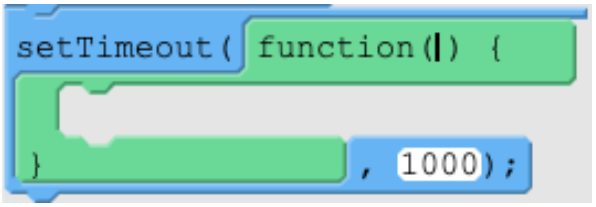

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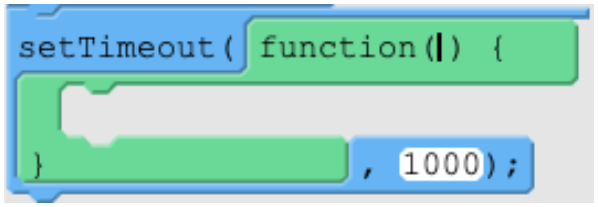

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}, 1000);

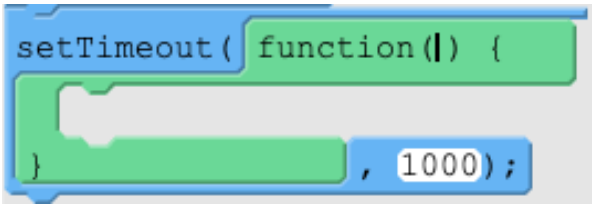

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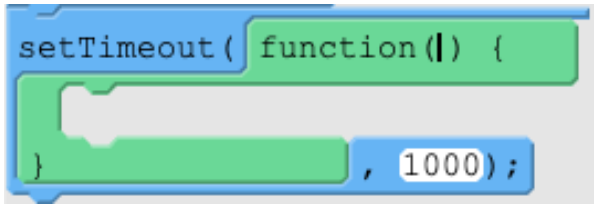

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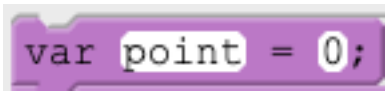

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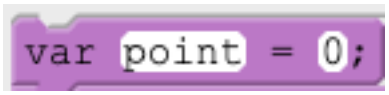

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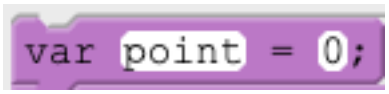

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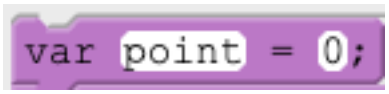

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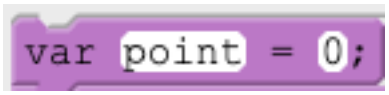

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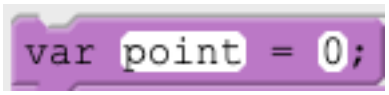

var point = 0;

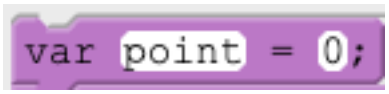

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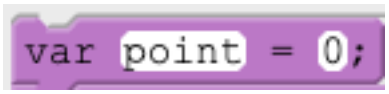

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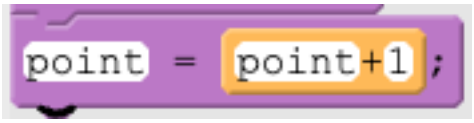

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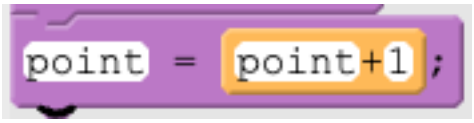

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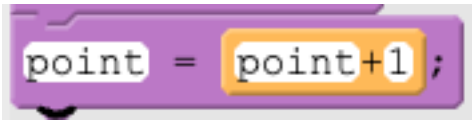

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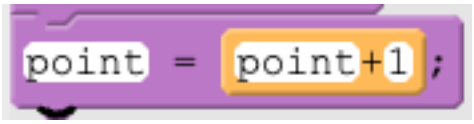

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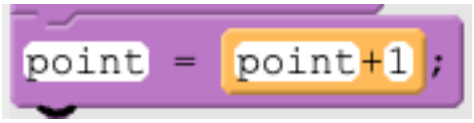

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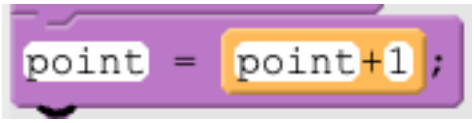

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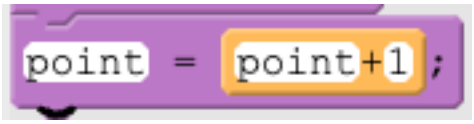

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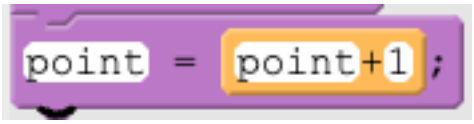

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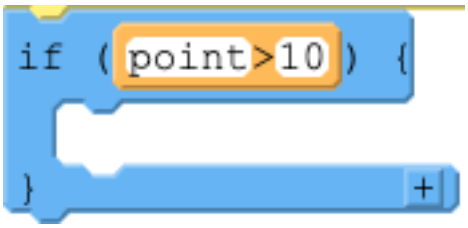

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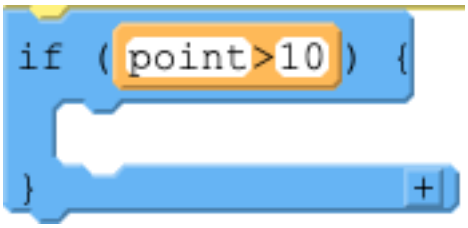

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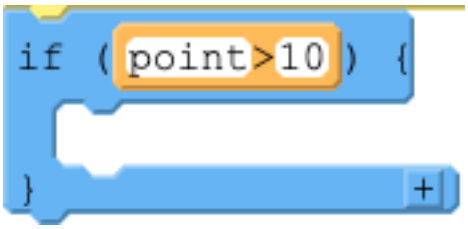

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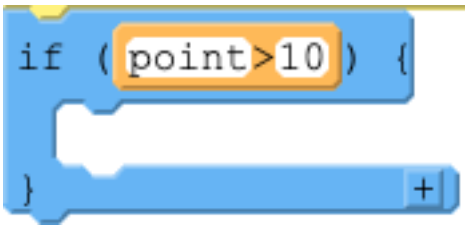

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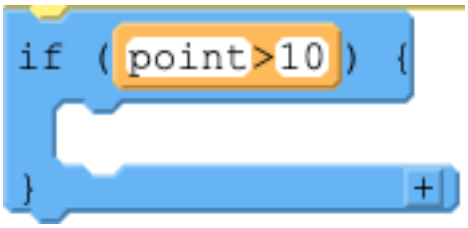

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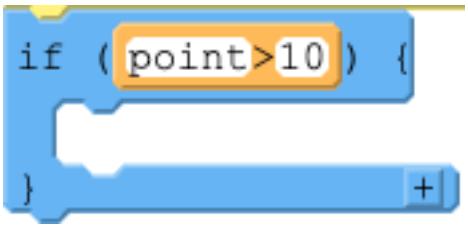

if (point>10) {
}
+

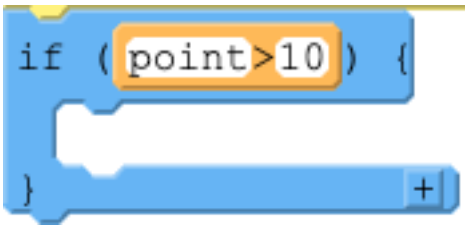

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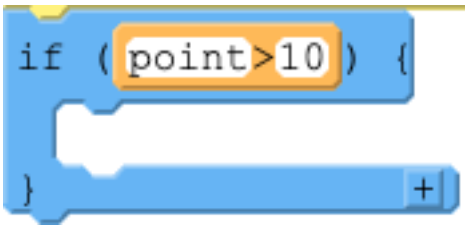

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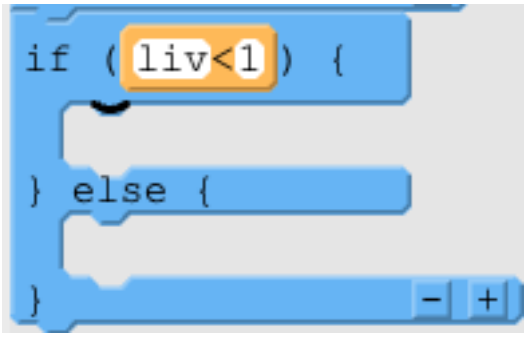

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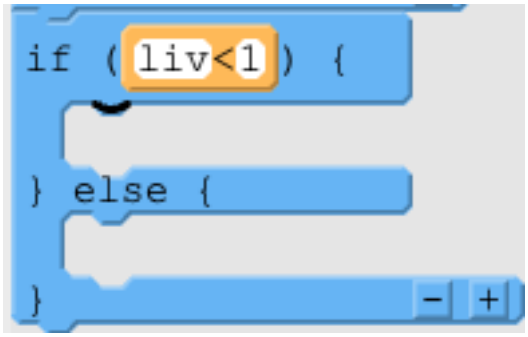

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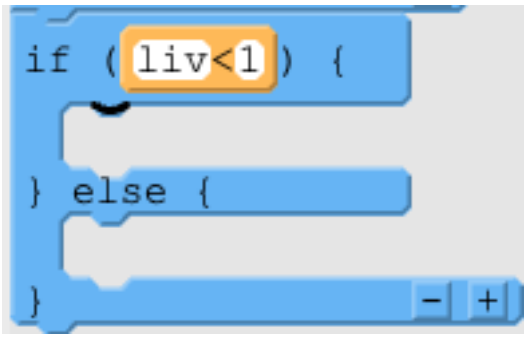

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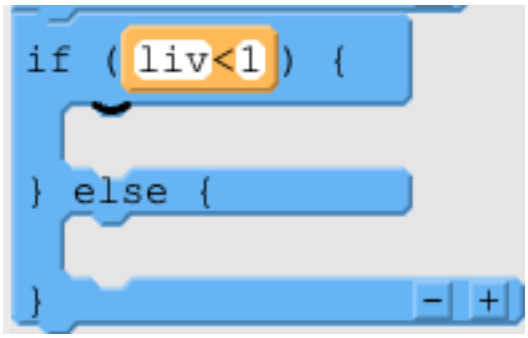

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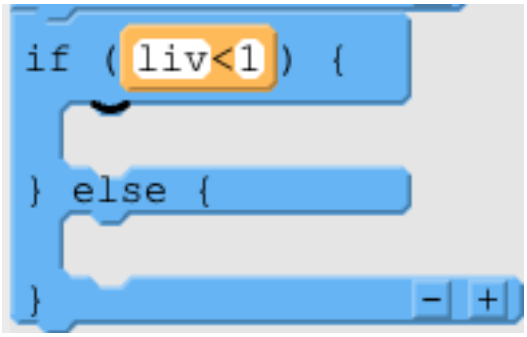

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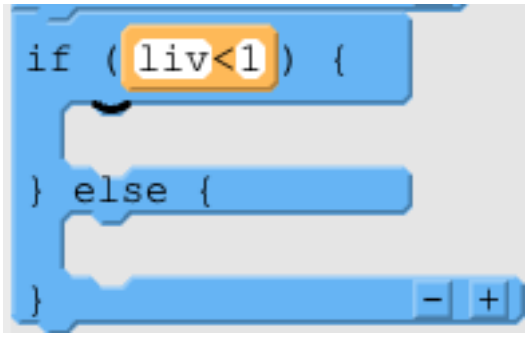

if (liv<1) {
} else {
}

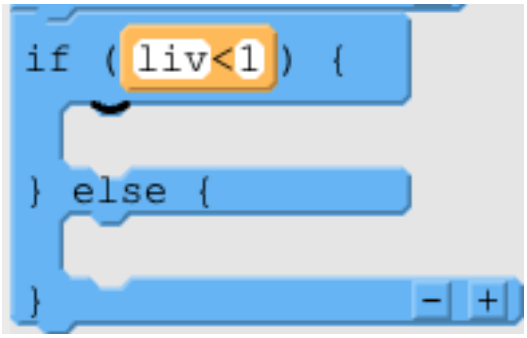

if (liv<1) {
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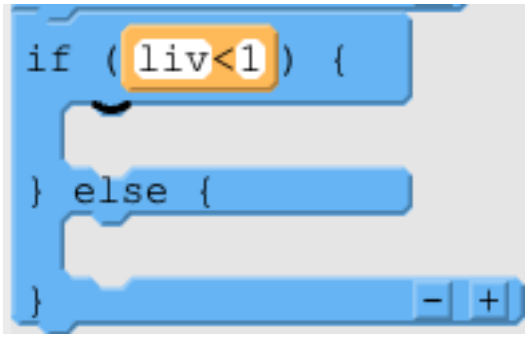

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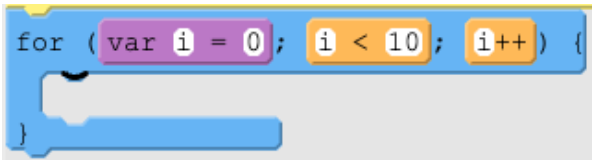

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} else {
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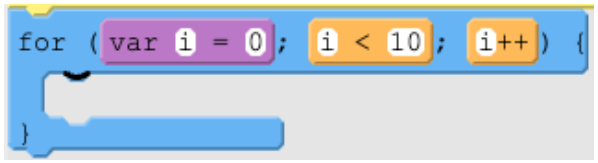

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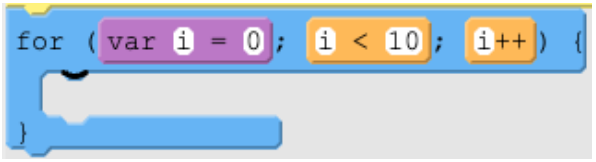

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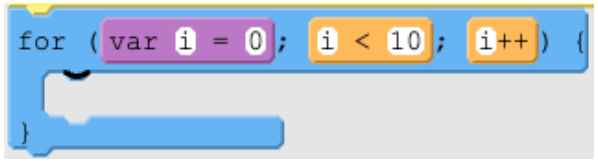

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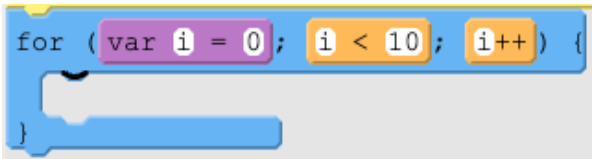

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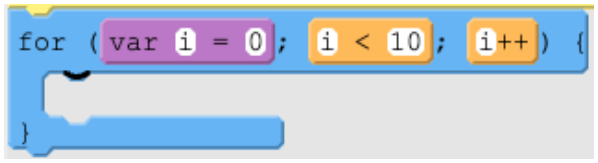

for (var i = 0 ; i < 10 ; i++) {
}

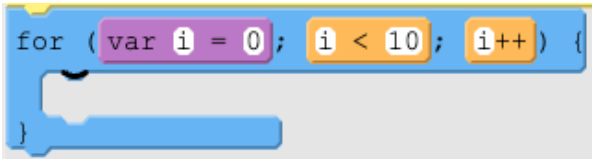

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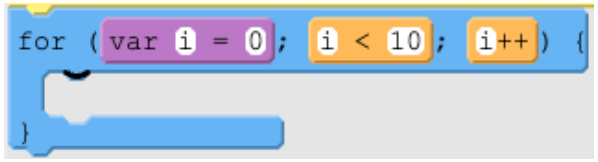

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for (var i = 0 ; i < 10 ; i++) {
}


for (var i = 0 ; i < 10 ; i++) {
}


for (var i = 0 ; i < 10 ; i++) {
}

```
setText( "label1" , "Hej!" );
```


```
setText( "label1" , "Hej!" );
```



```
setText( "label1" , "Hej!" );
```



```
setText( "label1" , "Hej!" );
```



```
setText( "label1" , "Hej!" );
```



```
setText( "label1" , "Hej!" );
```



```
setText( "label1" , "Hej!" );
```

```
setPosition("button1", 100, 200);
```


```
setPosition("button1", 100, 200);
```



```
setPosition("button1", 100, 200);
```



```
setPosition("button1", 100, 200);
```



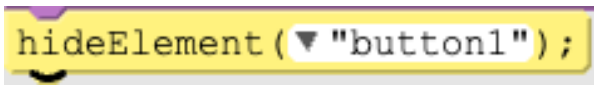
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setPosition("button1", 100, 200);
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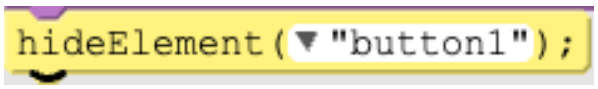


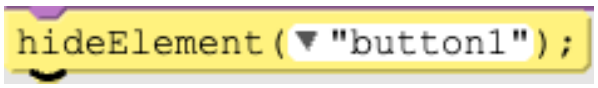
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setPosition("button1", 100, 200);
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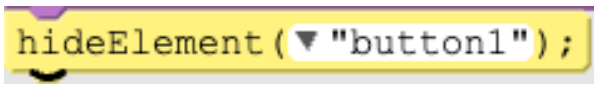


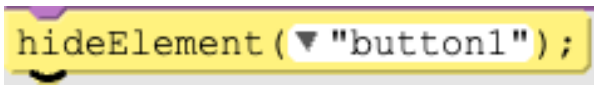
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setPosition("button1", 100, 200);
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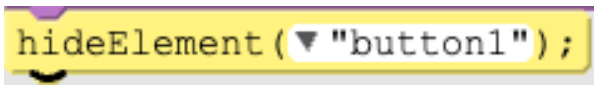

hideElement("button1");

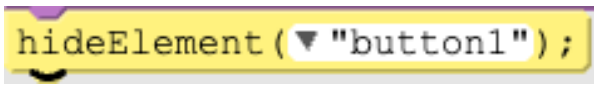

hideElement("button1");

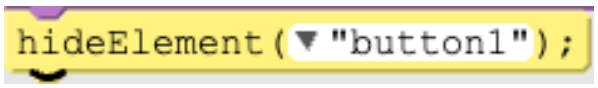

hideElement("button1");


hideElement("button1");


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```
playSound( "miav.mp3" , false );
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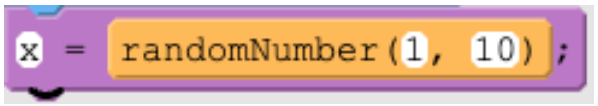
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playSound( "miav.mp3" , false );
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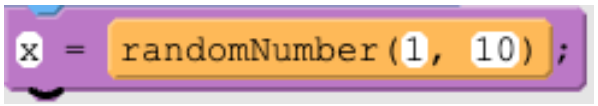
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playSound( "miav.mp3" , false );
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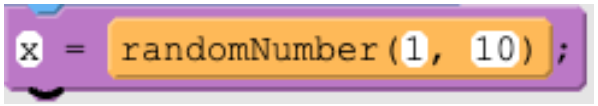
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playSound( "miav.mp3" , false );
```

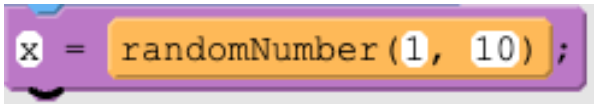
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playSound( "miav.mp3" , false );
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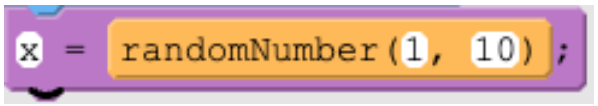
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playSound( "miav.mp3" , false );
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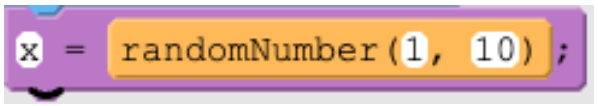

x = randomNumber(1, 10);

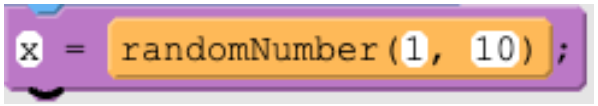

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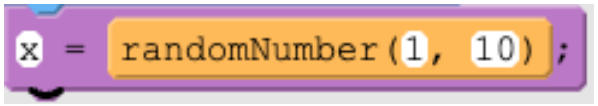

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x = randomNumber(1, 10);


x = randomNumber(1, 10);


function beregn() {
x = 2+2;
}


function beregn() {
x = 2+2;
}


function beregn() {
x = 2+2;
}


function beregn() {
x = 2+2;
}


function beregn() {
x = 2+2;
}


function beregn() {
x = 2+2;
}


function beregn() {
x = 2+2;
}


function beregn() {
x = 2+2;
}


beregn();


beregn();


beregn();

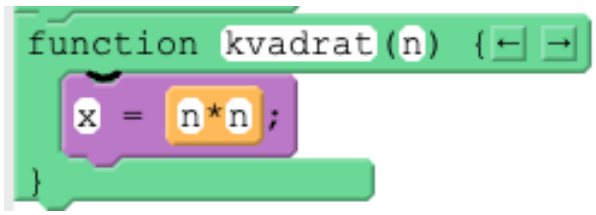

beregn();

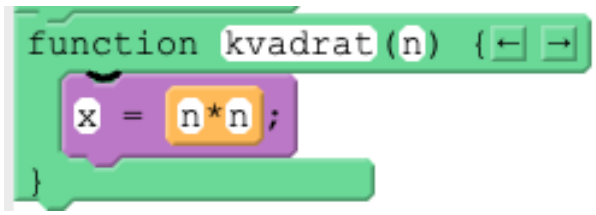

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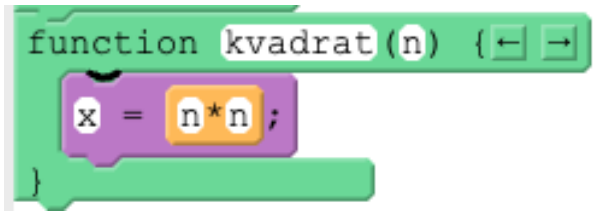

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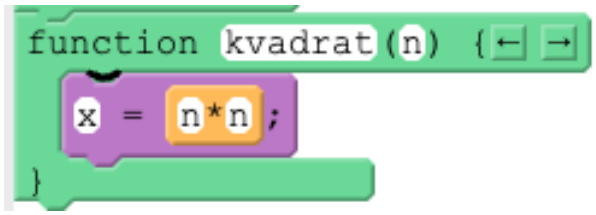

beregn();

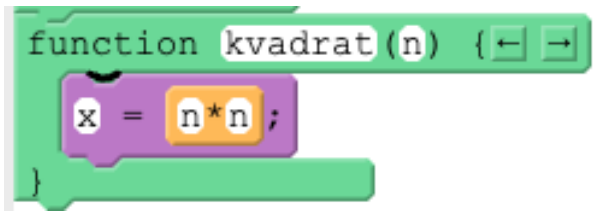

beregn();

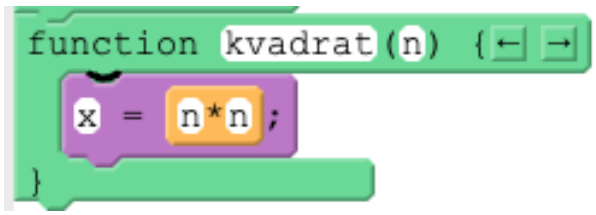

function kvadrat(n) {
x = n*n;
}

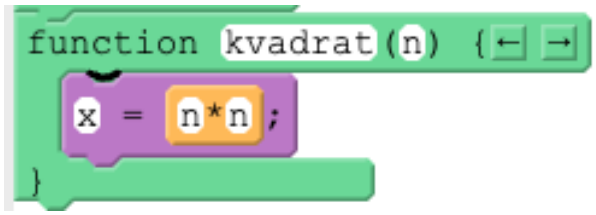

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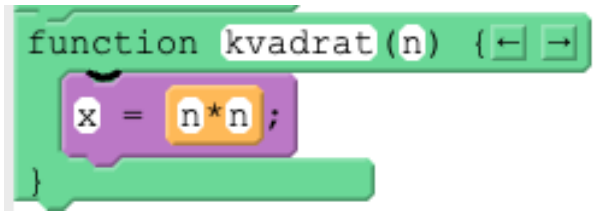

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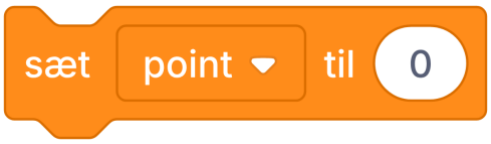

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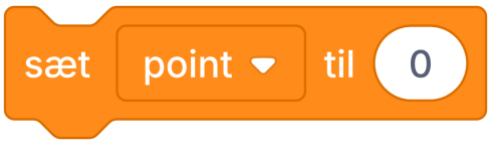

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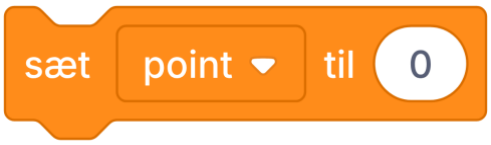

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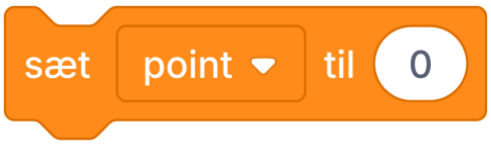

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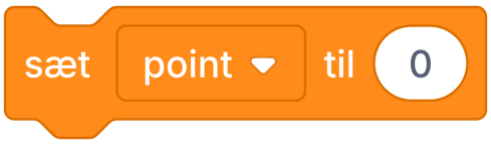

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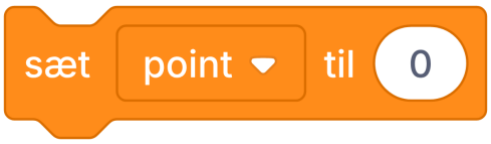

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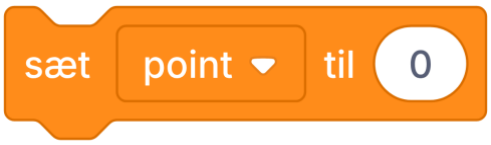

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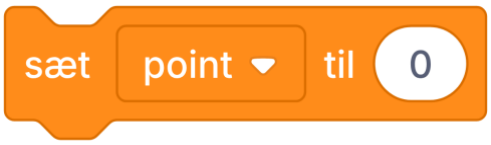

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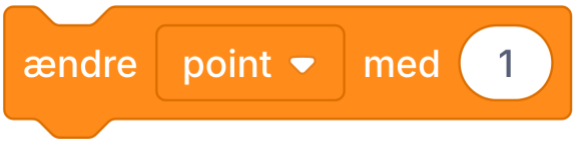

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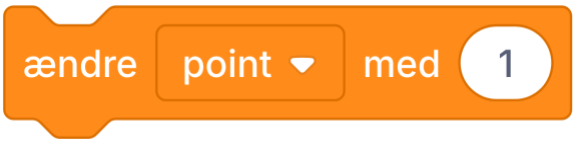

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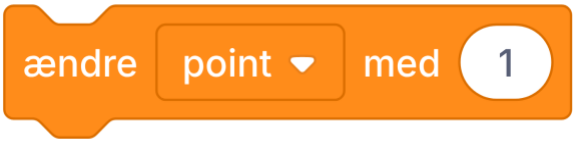

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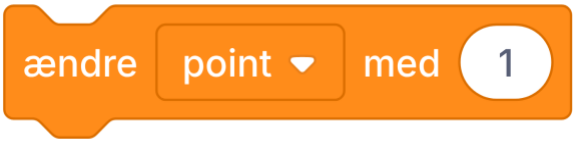

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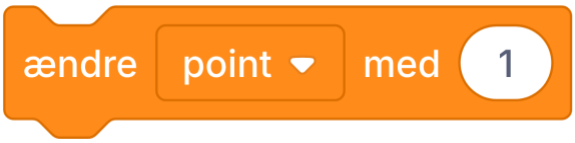

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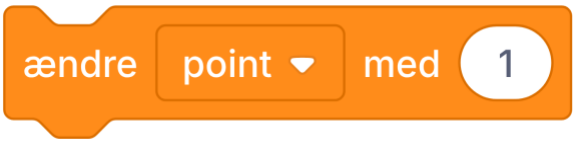

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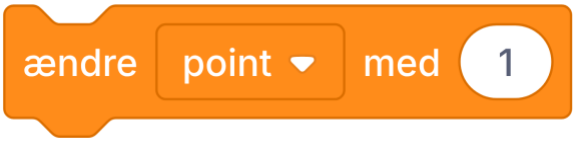

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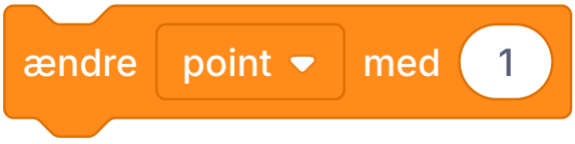

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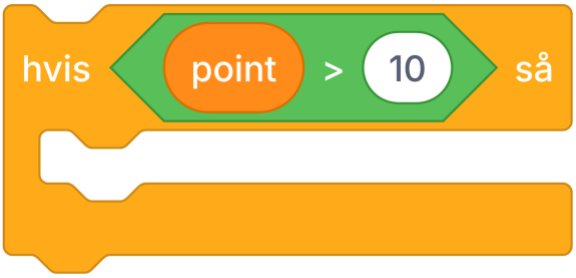

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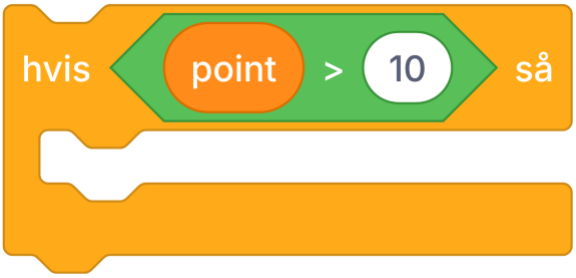

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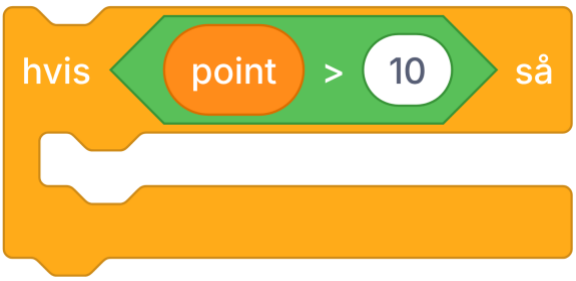

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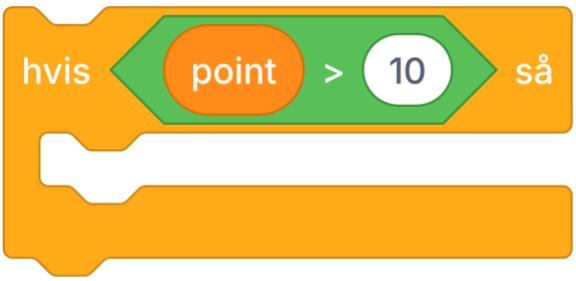

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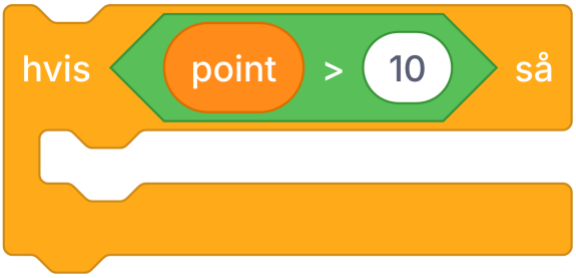

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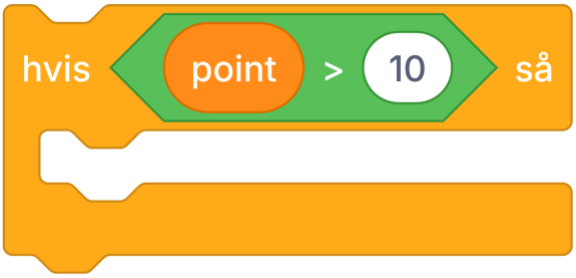

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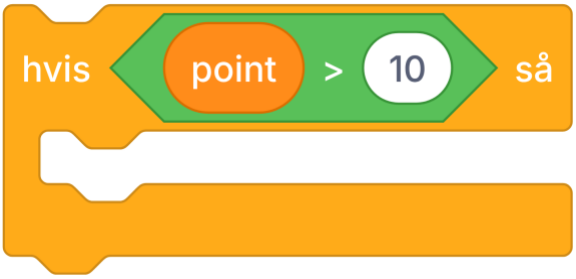

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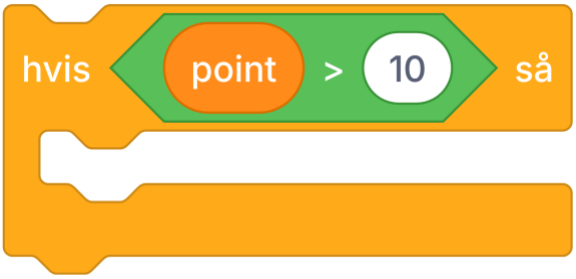

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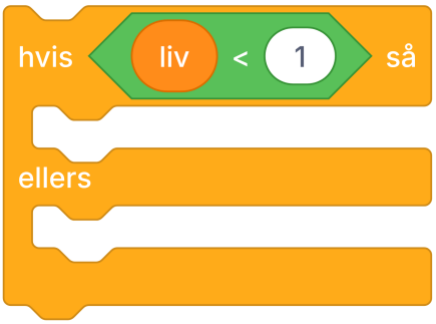

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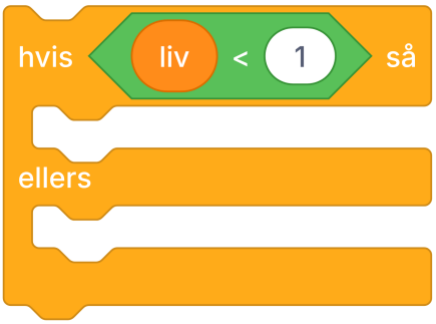

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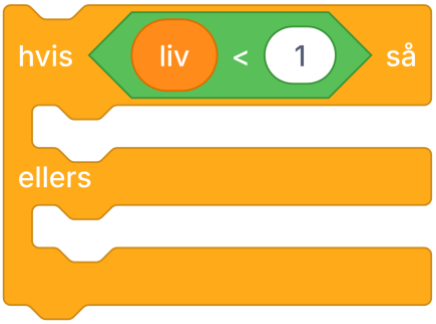

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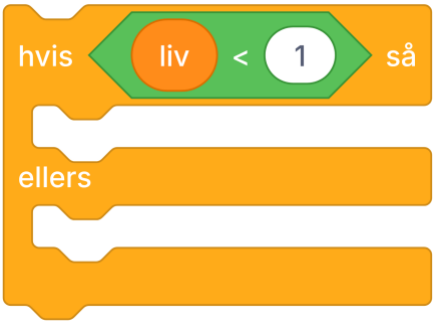

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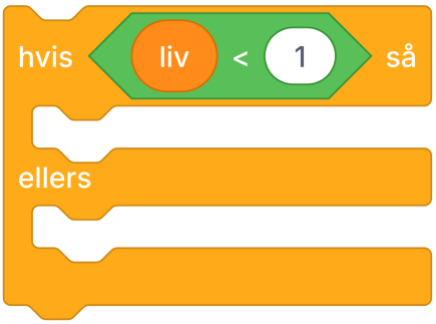

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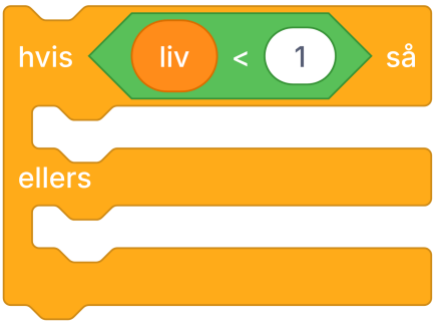

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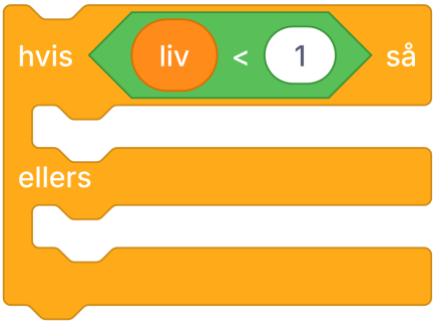

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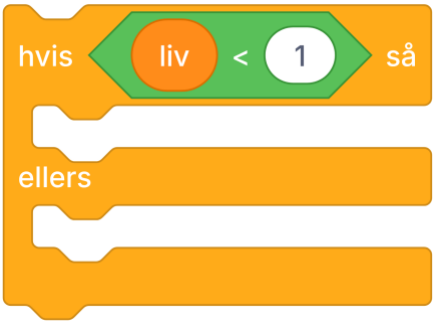

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gentag 10 gange


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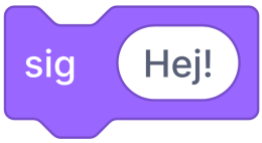

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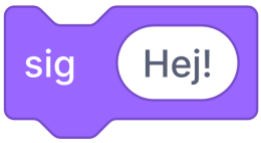

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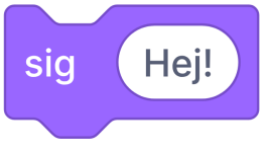

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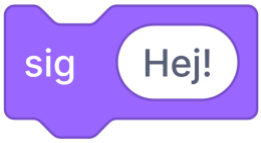

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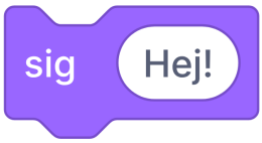

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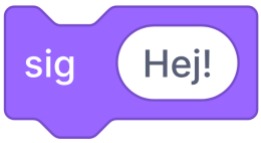

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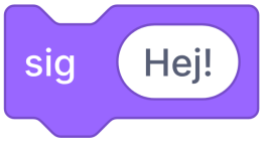

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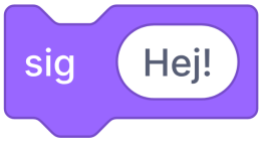

sig
Hej!


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Hej!


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Hej!


gå til x: 100 y: 200


gå til x: 100 y: 200


gå til x: 100 y: 200


gå til x: 100 y: 200


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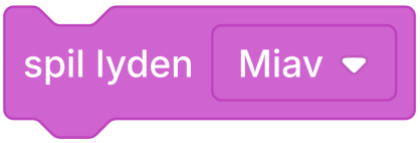
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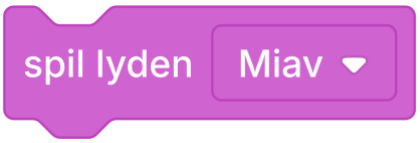
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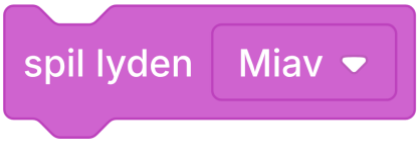
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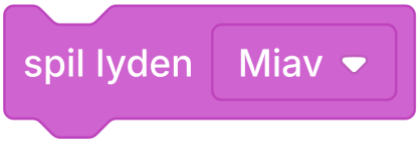
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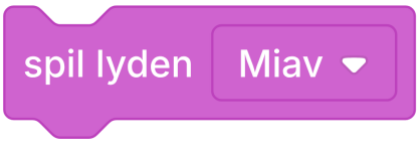
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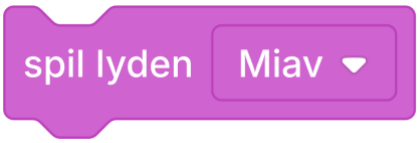

spil lyden
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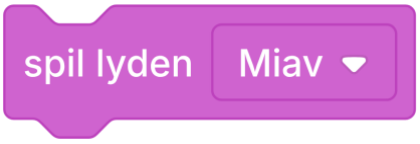

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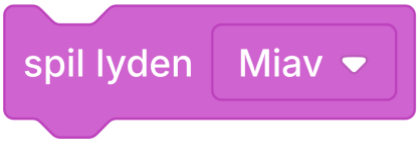

spil lyden
Miav


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spil lyden
Miav


sæt x til vælg tilfældigt mellem 1 og 10


sæt x til vælg tilfældigt mellem 1 og 10


sæt x til vælg tilfældigt mellem 1 og 10

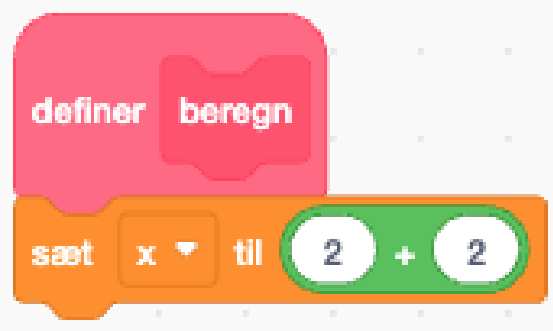

sæt x til vælg tilfældigt mellem 1 og 10

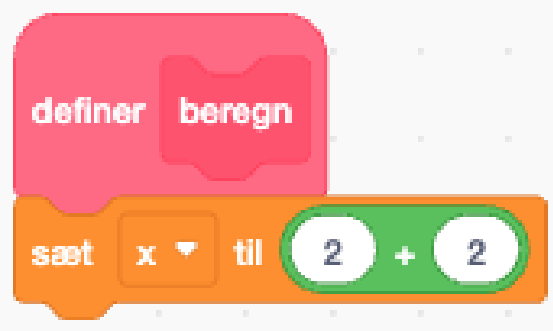

sæt x til vælg tilfældigt mellem 1 og 10

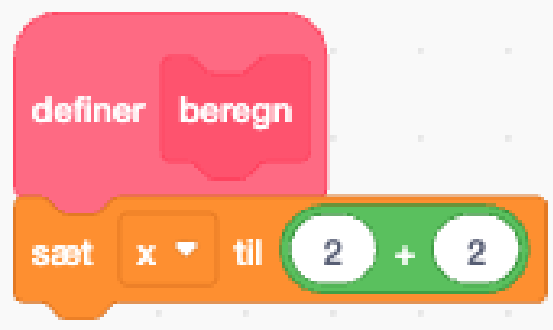

sæt x til vælg tilfældigt mellem 1 og 10

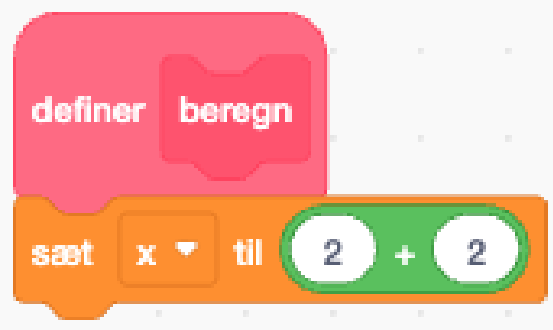

sæt x til vælg tilfældigt mellem 1 og 10

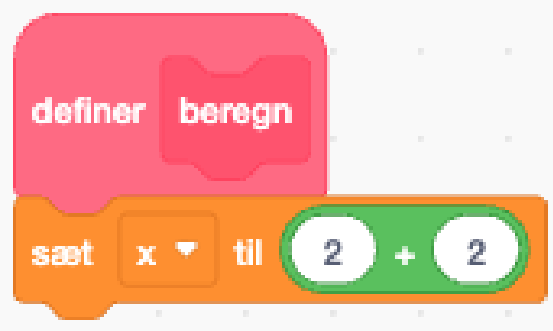

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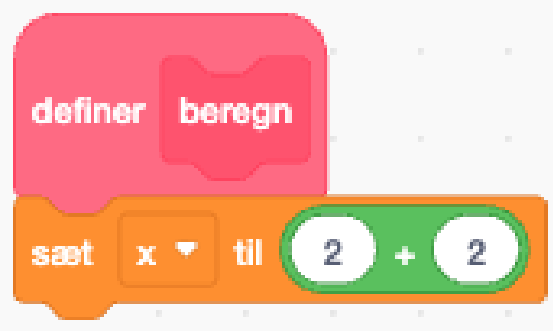

definer beregn
sæt x til 2 + 2

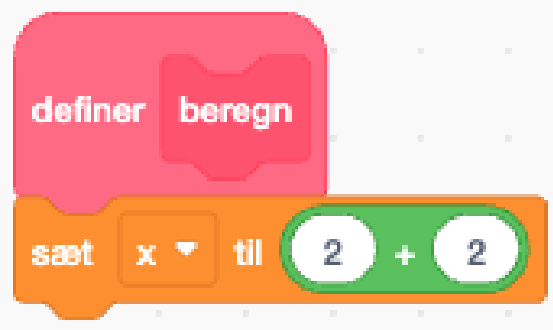

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sæt x til 2 + 2

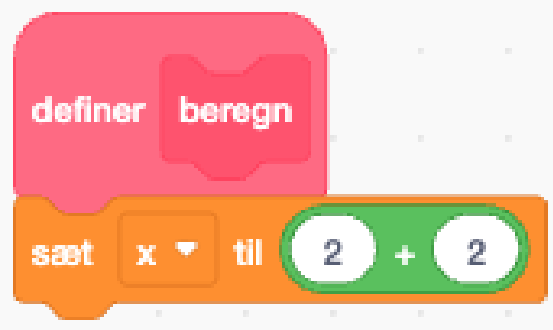

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sæt x til 2 + 2


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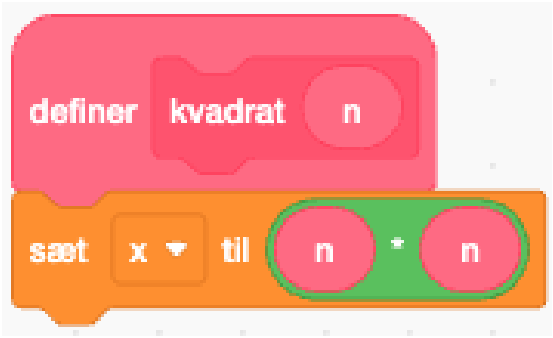
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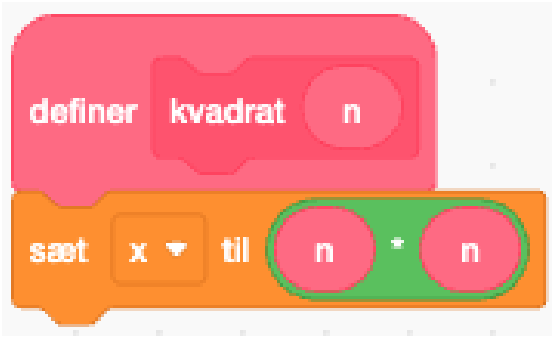
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definer kvadrat n
sæt x til n * n

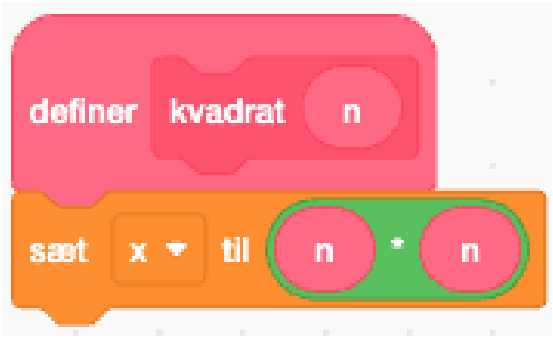

definer kvadrat n
sæt x til n * n

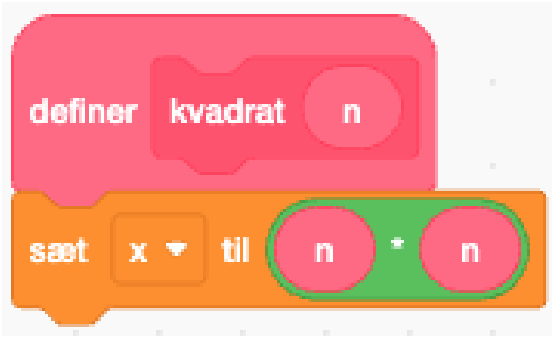

definer kvadrat n
sæt x til n * n


definer kvadrat n
sæt x til n * n


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sæt x til n * n


definer kvadrat n
sæt x til n * n


definer kvadrat n
sæt x til n * n

Facit – vendespil App Lab og Scratch

Hvert par er én App Lab-brik og den Scratch-brik, der gør det samme.

Sådan klipper du: Side 1–30 har hver én figur 8 gange. Print siderne, læg dem oven på hinanden og skær langs de stiplede linjer (midt på siden og mellem brikkerne). Hver af de 8 bunker er et komplet sæt med alle 30 brikker. Alle brikker bliver lige store (10,5 × 7,4 cm), og du skal ikke skære kanterne af. Print gerne på lidt tykt papir, så man ikke kan se igennem.

Par	App Lab	Scratch	Hvad gør koden?
1	`onEvent("button1", "click", function() { });`	når denne sprite klikkes	Starter kode, når man klikker på noget
2	`setTimeout(function() { }, 1000);`	vent 1 sekunder	Venter 1 sekund (1000 millisekunder)
3	`var point = 0;`	sæt [point] til 0	Opretter/sætter en variabel
4	`point = point + 1;`	ændre [point] med 1	Lægger 1 til variablen
5	`if (point > 10) { }`	hvis point > 10 så	Betingelse: kør kun koden, hvis det er sandt
6	`if (liv < 1) { } else { }`	hvis liv < 1 så … ellers	Betingelse med to veje
7	`for (var i = 0; i < 10; i++) { }`	gentag 10 gange	Løkke: gentager koden 10 gange
8	`setText("label1", "Hej!");`	sig Hej!	Viser en tekst på skærmen
9	`setPosition("button1", 100, 200);`	gå til x: 100 y: 200	Flytter et element/en sprite
10	`hideElement("button1");`	skjul	Skjuler et element/en sprite
11	`playSound("miav.mp3", false);`	spil lyden Miav	Afspiller en lyd
12	`x = randomNumber(1, 10);`	sæt [x] til vælg tilfældigt mellem 1 og 10	Gemmer et tilfældigt tal i en variabel
13	`function beregn() { x = 2 + 2; }`	definer beregn / sæt x til 2 + 2	Funktionsdefinition: giver en stump kode et navn
14	`beregn();`	beregn	Funktionskald: kører koden i funktionen
15	`function kvadrat(n) { x = n * n; }`	definer kvadrat (n) / sæt x til n * n	Funktion med parameter: tager en værdi med ind

Ekstra opgave: Når et par er fundet, skal eleven forklare med egne ord, hvad koden gør – og give et eksempel på, hvor den kunne bruges i en app eller et spil.