



symplexis



coding

4 MIGRANT WOMEN RETURNERS

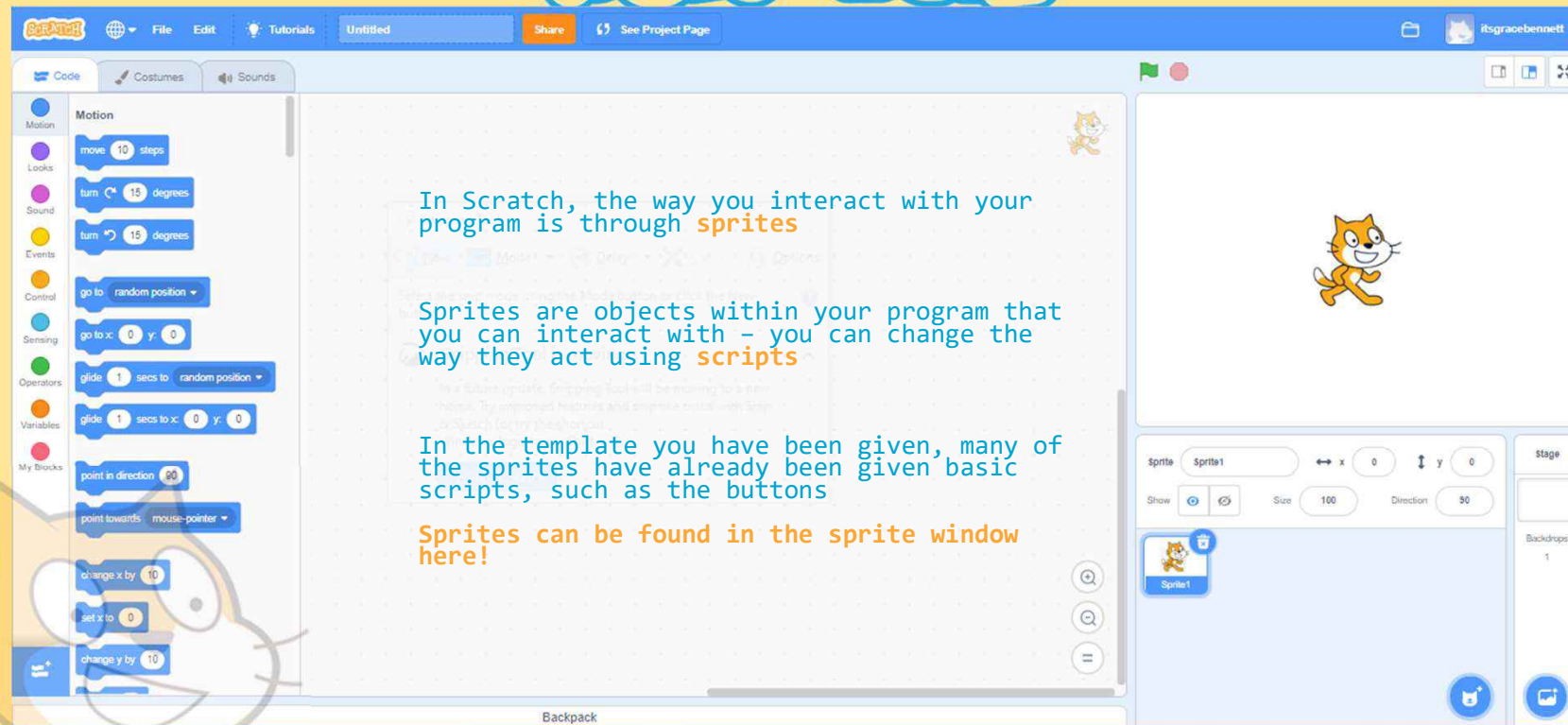


SCRATCH

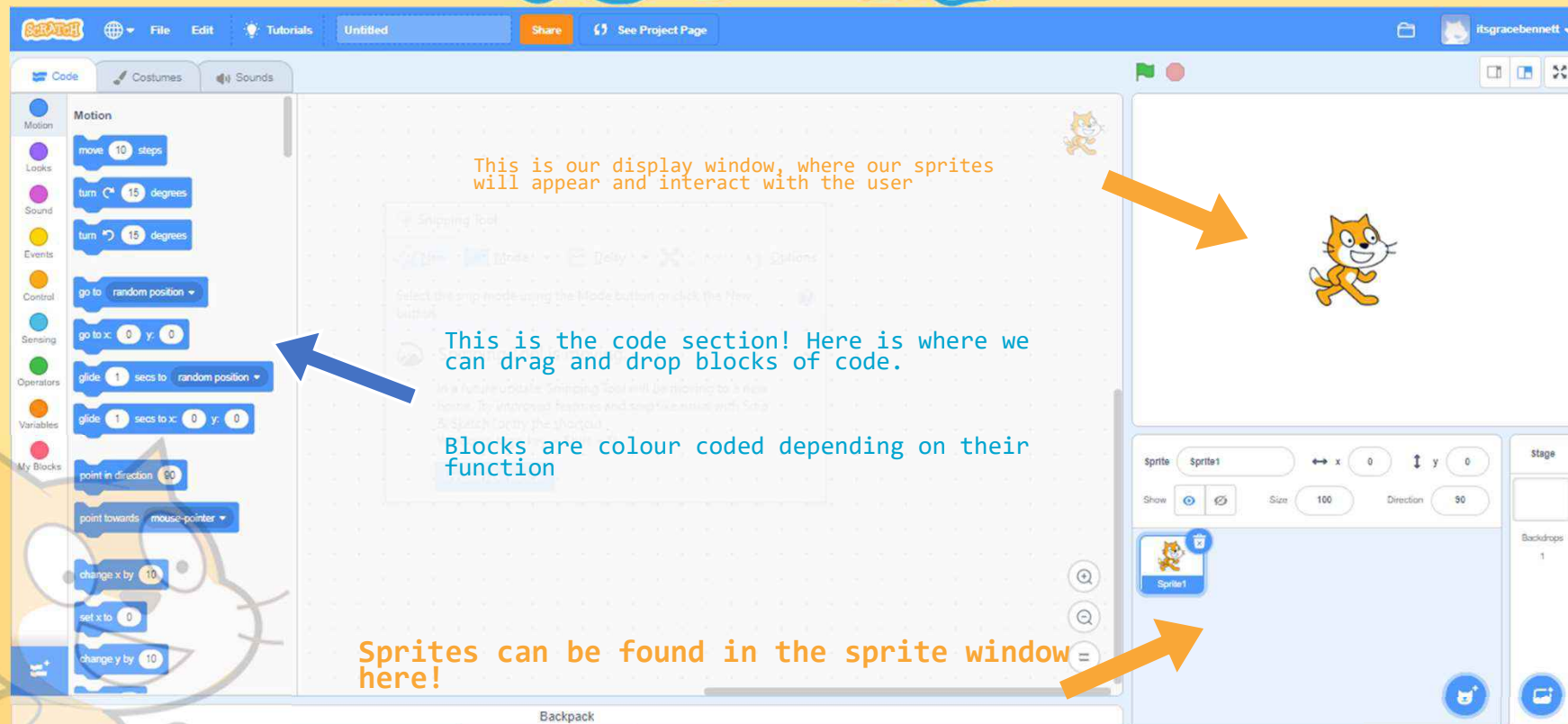
Farming and Agriculture Software

Beginner

How does SCRATCH work?



How does SCRATCH work?



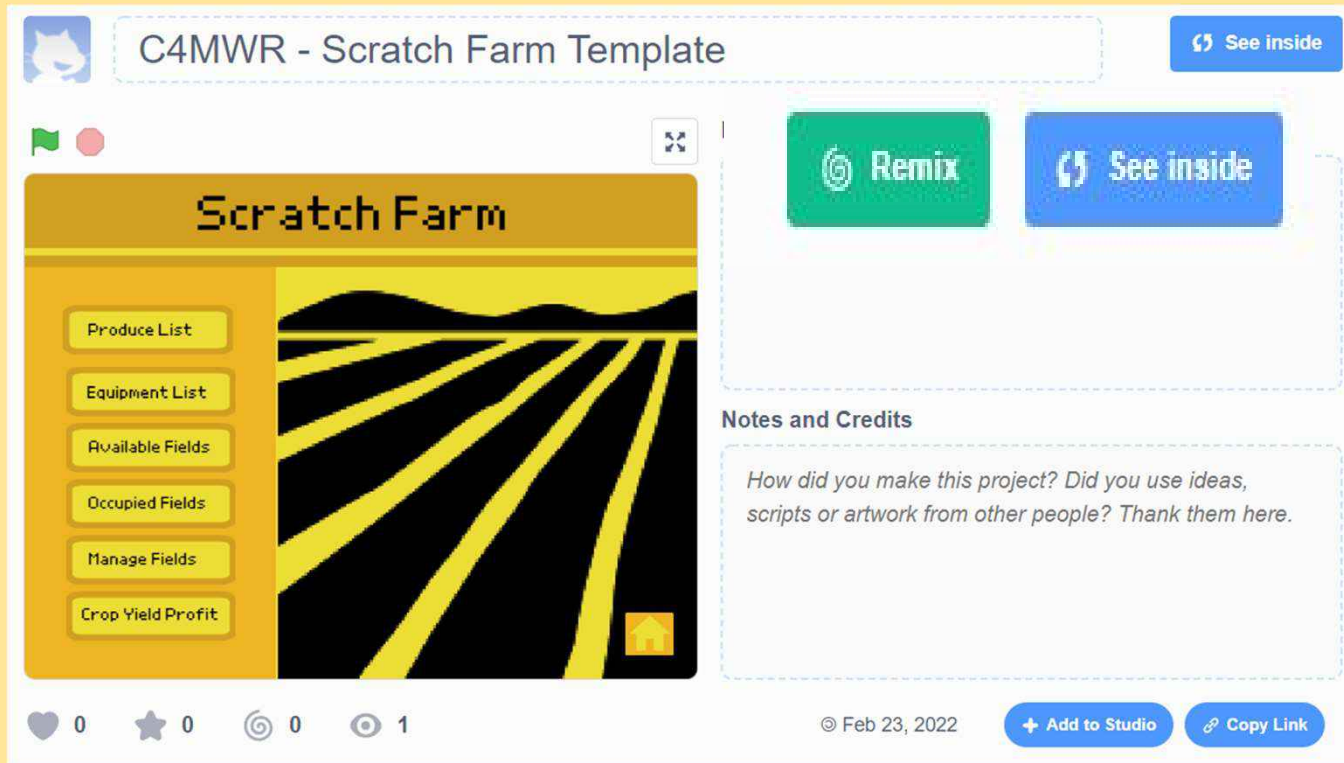
Activity scenario summary:

In this example we will code a project which replicates the running of a **farming or agricultural business software**.

This project will help you develop an understanding how coding is used in the agricultural industry and the importance of technology in the farming sector. This project should:

- Show produce list
- Show the equipment list
- Show fields available for planting
- Show fields occupied
- Be able to harvest fields and make them available for replanting
- Calculate profit from crop yield

First we are going to program the buttons that show all of the produce and equipment that the farm has.



Once you have logged into Scratch...

Click [here](#) to access the template to our project!

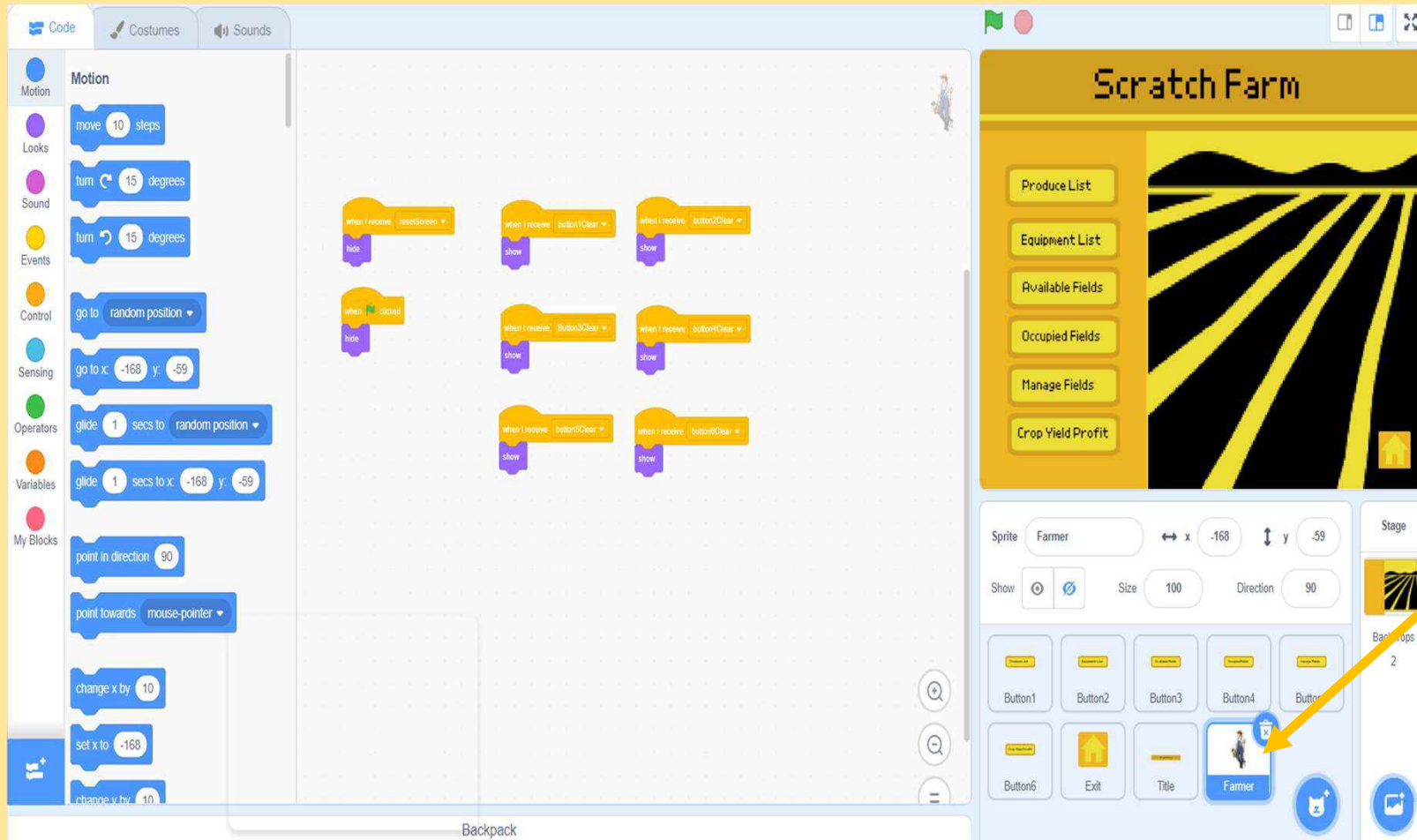
Click REMIX to get started with your project

By the end of this lesson, your project should look like [this](#)!
(Use this if you get stuck)

The Menu:

This is the menu! In the beginner section we will be adding functionality to the first two buttons.



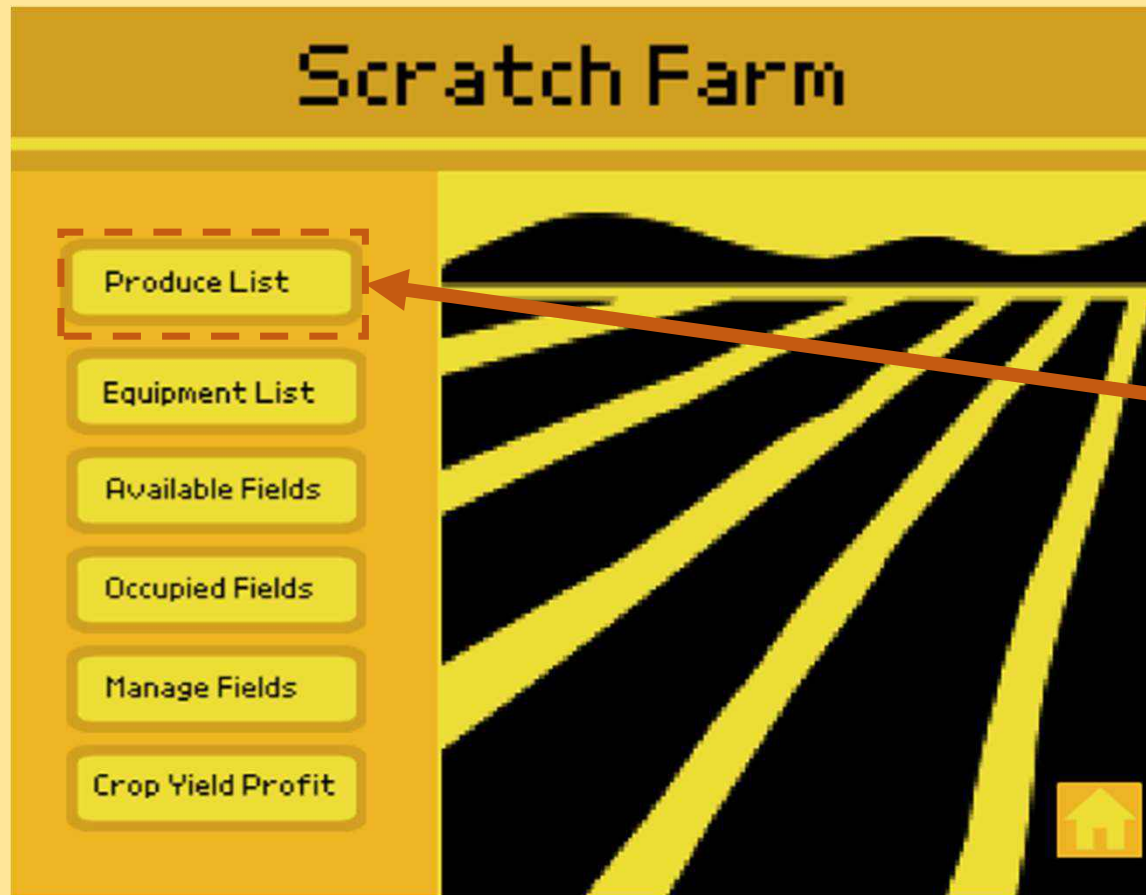


This window should look something like this!

Make sure that you have selected the **farmer** sprite.

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Produce List



This button will allow the user to view all of the produce on the farm along with the value and the seed cost.

What will happen...

Produce List

Here is a list of Produce and their maintenance costs:



Produce		Produce Seed Cost (per hectare)	Produce Value (per ton)
1	Wheat		1 215
2	Barley	1 50	2 300
3	Corn	2 60	3 120
4	Maize	3 45	4 400
5	Rice	4 80	5 200
		5 20	
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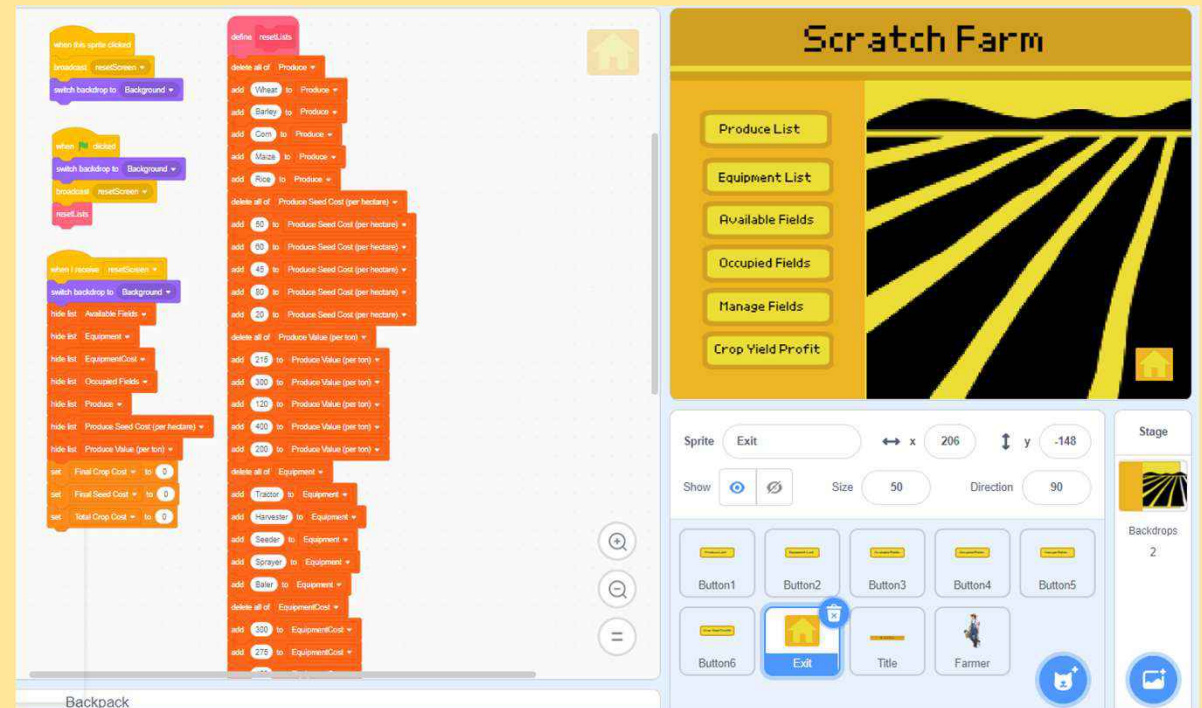


Step 1

When the 'Produce List' is clicked

Before we continue the code in the farmer sprite we need to be aware of the code inside the exit sprite.

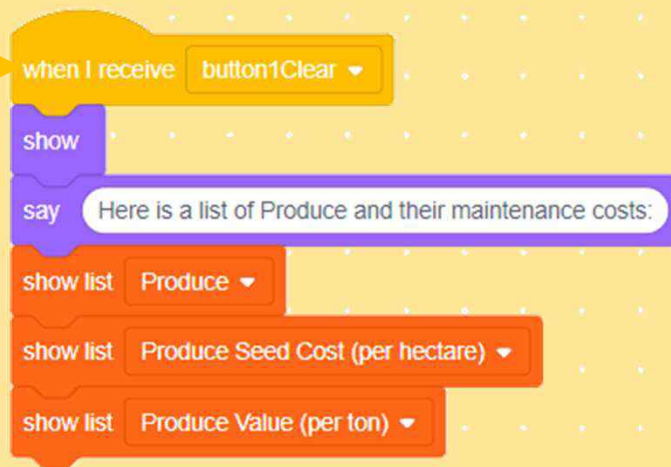
Inside the exit sprite we have created the list for all of the produce, product value, seed costs, available and occupied fields, equipment and cost for them. This means that when we carry on coding inside the farmer sprite we don't need as many blocks.



Step 2

When the button is clicked this code will run and the screen is cleared.

The message comes up saying 'Here's a list of produce and their maintenance costs'. Then all of the lists show up for the user to see.



Equipment List




This button will allow the user to view all of the equipment on the farm along with the cost.

What will happen...


Equipment List

Here is all of the equipment and the cost for them:



Equipment		EquipmentCost	
1	Tractor	1	300
2	Harvester	2	275
3	Seeder	3	180
4	Sprayer	4	230
5	Baler	5	170

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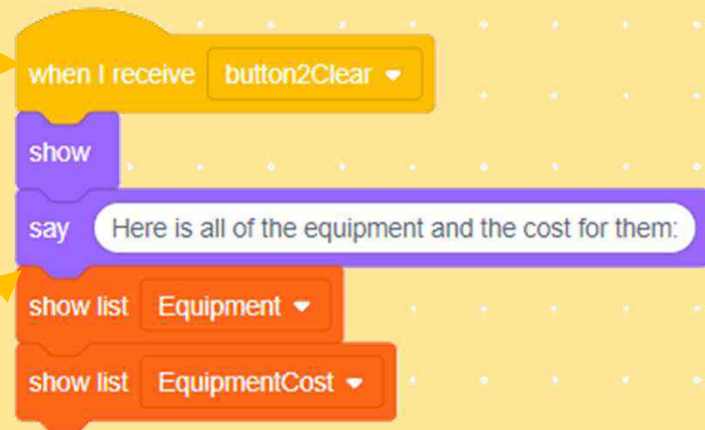


Step 1

When the 'Equipment List' button is clicked

When the button is clicked this code will run and the screen is cleared.

The message comes up saying 'Here's all of the equipment and the cost for them'. Then all of the lists show up for the user to see.



Congratulations!

You have completed the beginner
section of the farming and
agriculture booking software.

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