

Lesson 7: Using Sound and Keyboard Control

Try It: Practice Activities

Objectives

- Write programming statements to include sound in a program
- Write programming statements to include keyboard movements in a program

Project

1. Continue the project from Section 3 Lesson 6.
2. Open the Project named FrogFlyL6. From the Scenario Menu, choose “Save as” and use the name FrogFlyL7. This will keep a copy from Lesson 6 in case you need to refer to it later.
3. Compile the Greenfoot project.
4. Create a sound in Greenfoot that can be used when a frog “eats” a fly.
5. Save the sound in the sounds folder in your scenario.
6. You will use the sound in the next Lesson.
7. Save your project and exit.

Optional Practice

1. Program an object to make one sound when the “x” keyboard key is pressed, then another when the “y” keyboard key is pressed. Record the sounds in Greenfoot and save them to the scenario before programming the sound files into the class.