CONSTRUIT! Workshop (Hosted by Edumotiva)   8 – 9th May 2015, Athens

Worksheet 1 on the Shopping construal

Open up the webpage http://jseden.dcs.warwick.ac.uk/scifest/
and choose 'Shopping' from the Project List that appears.

You should have a 'Canvas 2D' window and another called 'JSPE Slides'.
Read the Scene 1 that appears in the 'JSPE Slides' window and try and organise the two main windows as described there. You may find the windows seem to move about in surprising ways … try and be patient with this!

The tasks (or parts of tasks) marked with * are harder. If you wish to make sure you cover all the tasks, omit these harder parts at the first attempt and come back to them.

Task 1 : Read the whole of Scene 1, do as it says. Be sure you understand the way observable `basket` reflects the items selected. Now do the same with the observable `offered` and the coins moved in the Canvas. The way this observable reflects the coins chosen is slightly different from the way `basket` and fruits chosen reflect each other. What is the difference? What is the difference in the kind of value in `basket` and the value in `offered`?
*Go back to `basket` and fruits chosen. What about the reflection the other way - can you change the value of `basket` in the observables and see how the canvas reflects your change?

Task 2: Read the first part of Scene 2. Why is the definition of a 'green' observable (a dependency) so different from what is given in the observable list? **Ask a tutor if in doubt!** This is vital. Read the second part of Scene 2 and do as it says. Can you make `haveenoughmoney` go false? If not, **ask a tutor**, they may help you reduce your `spendingmoney`!

Task 3: Still in Scene 2, and the second part. What is the correct re-definition to allow for having exactly the right money? Can you submit that new definition of `haveenoughmoney` and inspect it to check your re-definition?
*Can you *test* your re-definition of `haveenoughmoney`? This may be easier after Task 4.

Task 4: Read Scene 4 about functions. The observable `totalcost` makes use of the function `costitems`() and the observable `forsale`. Look at the definition of `forsale` and change the price of some fruits (through the observables `item1, or price1,` etc). Check you understand how the change in a price changes the advertised price on the canvas.

Task 5: See that you understand Scene 5 and how the movement you observed in Scene 1 is achieved. It's a combination of observables `itemsselected`, `picture` and the function `HTMLImage` that are involved. Move the position of Offered money and items in the Basket closer together.

Steve Russ   7th May 2015.