 Province of the

EASTERN CAPE

EDUCATION

**DIRECTORATE SENIOR CURRICULUM MANAGEMENT (SEN-FET)**

**HOME SCHOOLING SELF-STUDY WORKSHEET**

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| **SUBJECT** | INFORMATION TECHNOLOGY PRACTICAL | **GRADE** | 10 | **DATE** | 20 April to 24 April 2020 |
| **TOPIC** | Decision – Boolean operators | **TERM 1**  **REVISION** | (Please tick) | **TERM 2 CONTENT** | ✓ |
| **TIME ALLOCATION** | 1hr | **TIPS TO KEEP HEALTHY**  1. **WASH YOUR HANDS** thoroughly with soap and water for at least 20 seconds. Alternatively, use hand sanitizer with an alcohol content of at least 60%.  2. **PRACTISE SOCIAL DISTANCING** – keep a distance of 1m away from other people.  3. **PRACTISE GOOD RESPIRATORY HYGIENE**: cough or sneeze into your elbow or tissue and dispose of the tissue immediately after use.  4. **TRY NOT TO TOUCH YOUR FACE.** The virus can be transferred from your hands to your nose, mouth and eyes. It can then enter your body and make you sick.  5. **STAY AT HOME.** | | | |
| **INSTRUCTIONS** | Resources used// Most of this week’s work is taken from the New DBE book chapter 6   * Information Technology Practical Book Grade 10 , DBE * Past Exam Papers   Answer all questions |
|  | In the I Can Guess Game, a random number is generated. The user must guess what the number is.  Display the following messages in ShowMessage Dialog boxes based on the user’s guess:  ●● ‘Number Too Low’ if the guess is less than the random generated number  ●● ‘Number Too High’ if the guess is greater than the random generated number  ●● ‘Correct’ and the random number if the guess is equal to the random generated number  1 Open the project GuessNumber\_p.dproj embedded here..      2 Since the random number must be accessed from both the [Generate Random Number] button event handler and the [Check my Number] button event handler, the random number iNum must be declared globally:   |  | | --- | | var iNum : integer; |   3 Add OnClick events for:  ●● [Generate Random Number] button: A random number in the range 0 to 100 is generated. The code to generate the random number is:   |  | | --- | | randomize;  iNum := random(101); |   ●● [Check my Number] button: Read the user’s guess from the edtGuess component and store the value in iGuess. Compare the iGuess number to the iNum value. Depending on the outcome of the comparison, show appropriate messages in a ShowMessage Dialog box.   |  | | --- | | iGuess := StrToInt(edtGuess.text);  if iGuess > iNum then  ShowMessage('Number too high');  If iGuess < iNum then  ShowMessage('Number too low');  If iGuess = iNum then  ShowMessage('Correct'+' '+IntToStr(iNum)'); |   4 Save and run the project. Here is an example of a sample run. | | | | |