

# Make me Happy

In this project you will make a character that reacts to what you say.

If you compliment it, it will look happy.

If you uncompliment it, it will look sad.

At first, you'll program a list of rules for what is kind and what is mean, and learn why that approach isn't very good.

Next, you will teach the computer to recognise kind messages and mean messages by giving it examples of each.

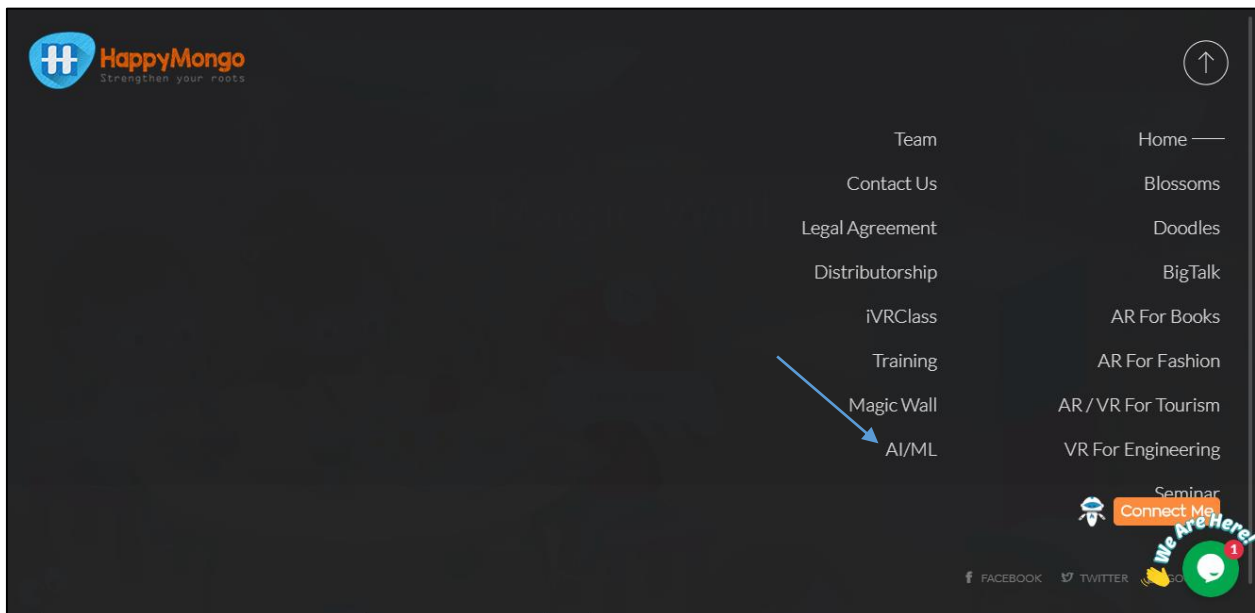


1. Go to <https://happymongo.com> in a web browser.

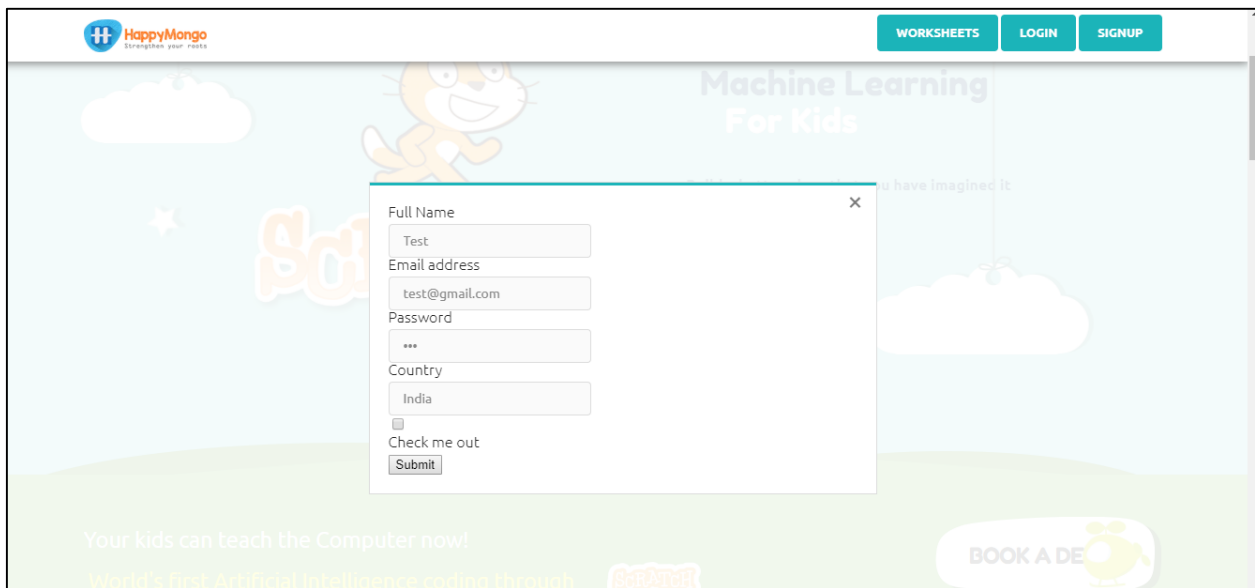
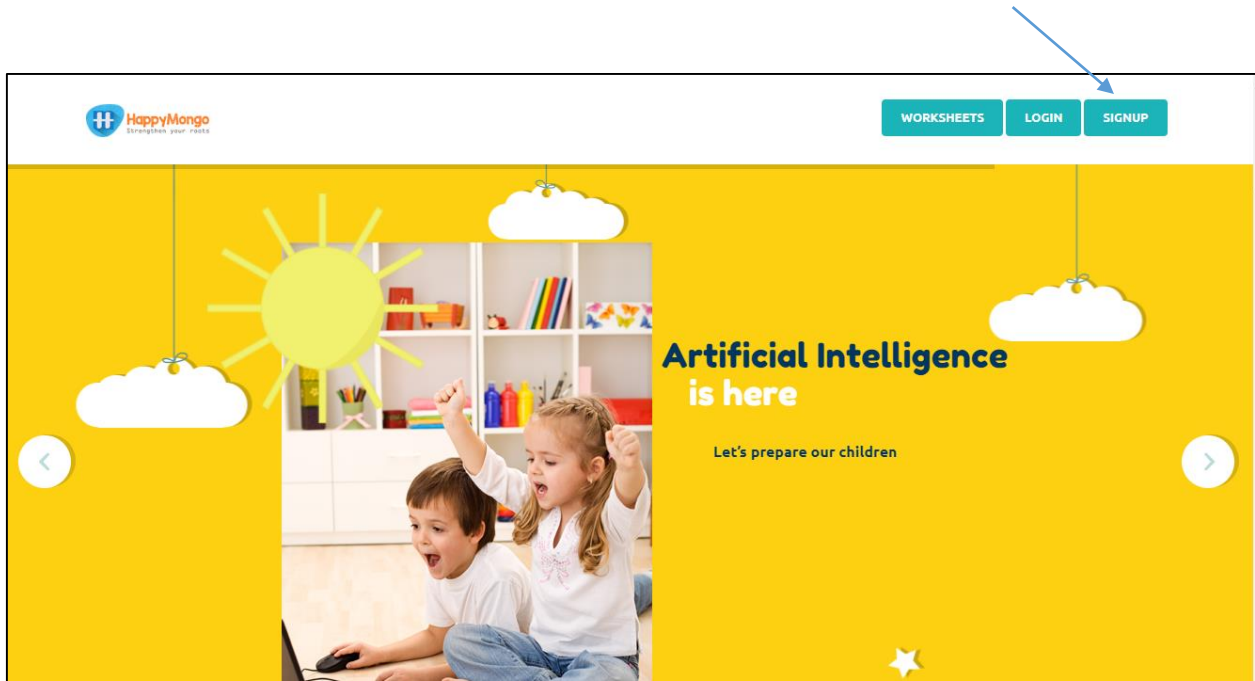
2. Click on the “menu” button.



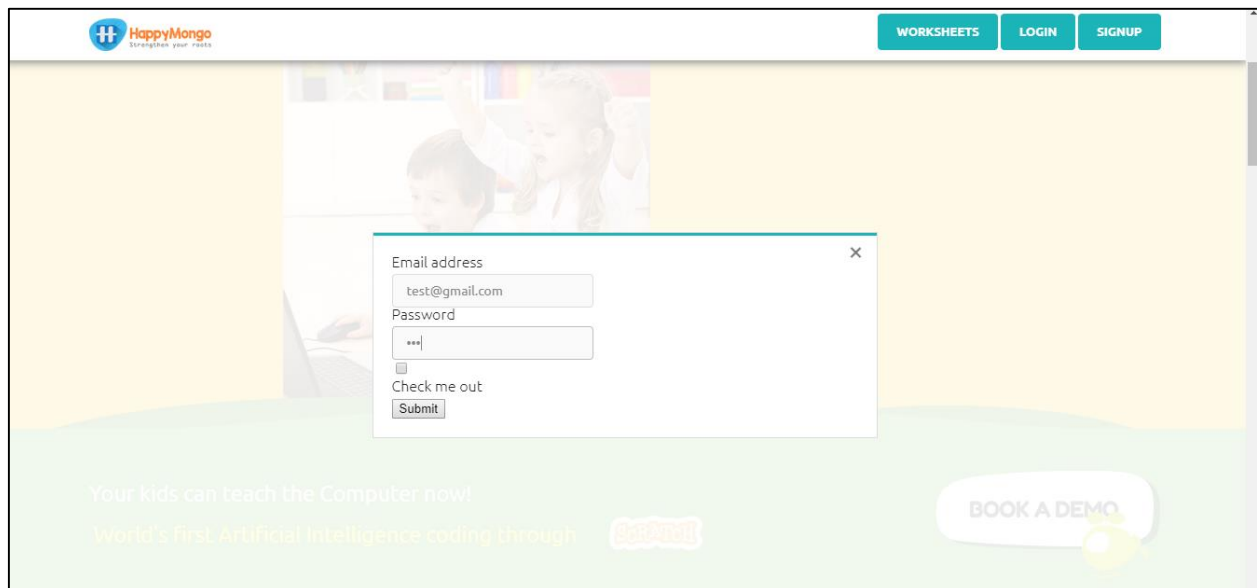
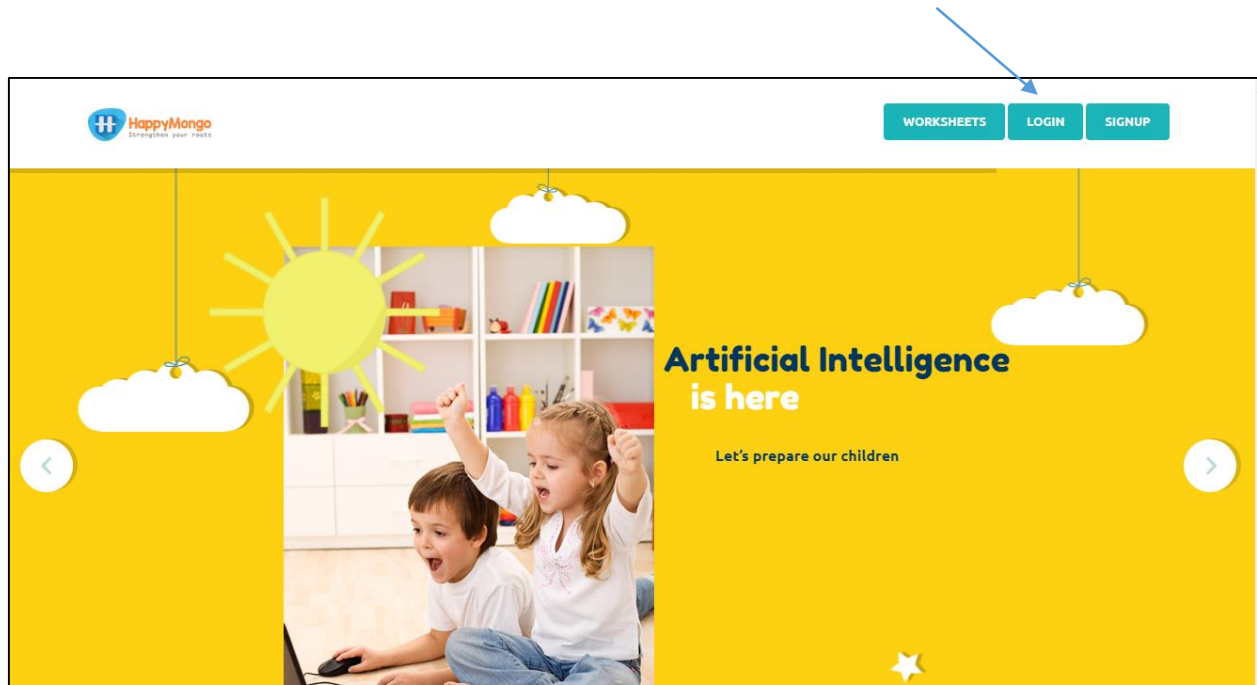
3. Click on “AI/ML” button.



4. Click on “**Signup**” button. Enter all your details. Click on “**Submit**” button.



5. Click on “Login” button and type in your email address and password. Click on “Submit” button.



6. Click on “**Start coding**” button on the top menu bar.

HappyMongo  
Strengthen your roots

LOGOUT START CODING

### Worksheets

**Smart Classroom**

Create a smart assistant in Scratch that lets you control virtual devices. Teach a computer to recognise the meaning of your commands

STUDENT TEACHER

**Make me happy**

Create a character in Scratch that smiles if you say nice things to it and cries if you say mean things to it. Teach a computer to recognise compliments and insults

STUDENT TEACHER

**Snap!**

Make a card game in Scratch that learns to recognise pictures of your card. Teach a computer to recognise what icons look like

STUDENT TEACHER

**Chameleon**

Make a chameleon in Scratch that changes colour to match its background. Teach a computer to recognise colours

STUDENT TEACHER

7. Click on “**Add Projects**” button.

HappyMongo  
Strengthen your roots

LOGOUT WORKSHEETS

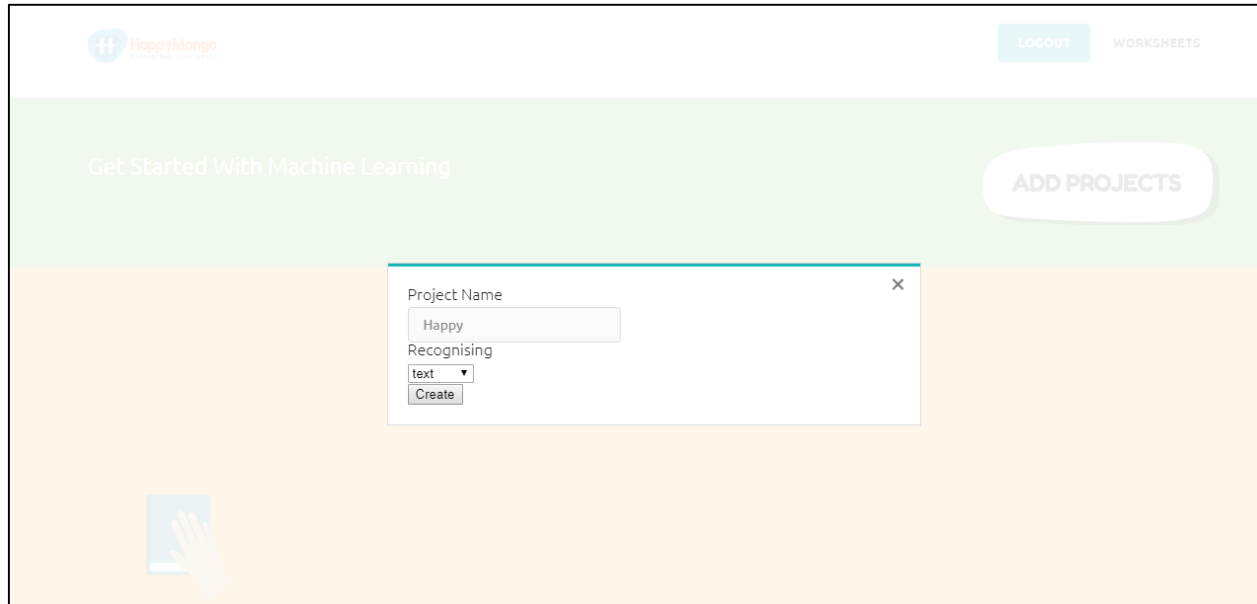
Get Started With Machine Learning

**ADD PROJECTS**

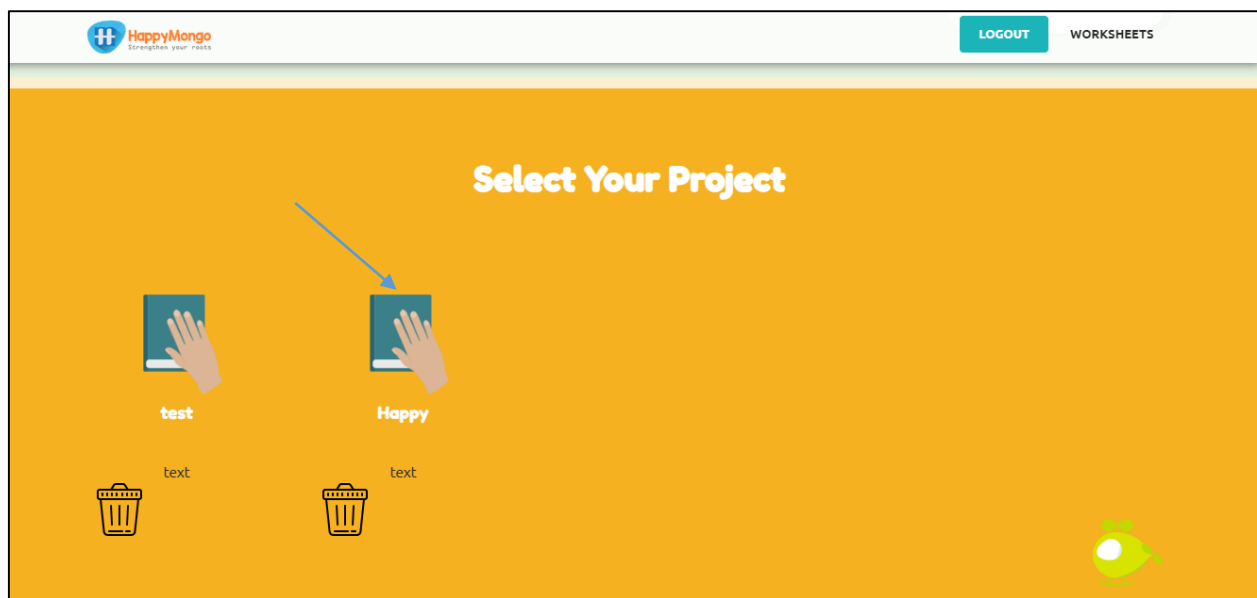
## Select Your Project

test

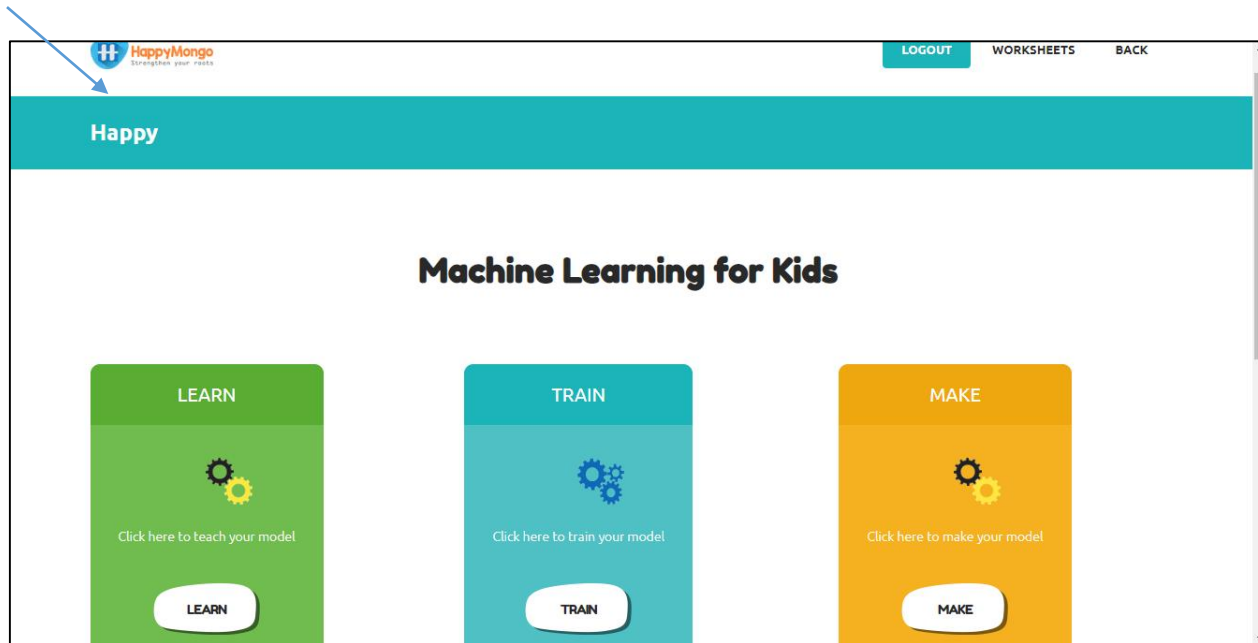
8. Name your project “Happy” and set it to learn how to recognize “text” format. Click the “Create” button.



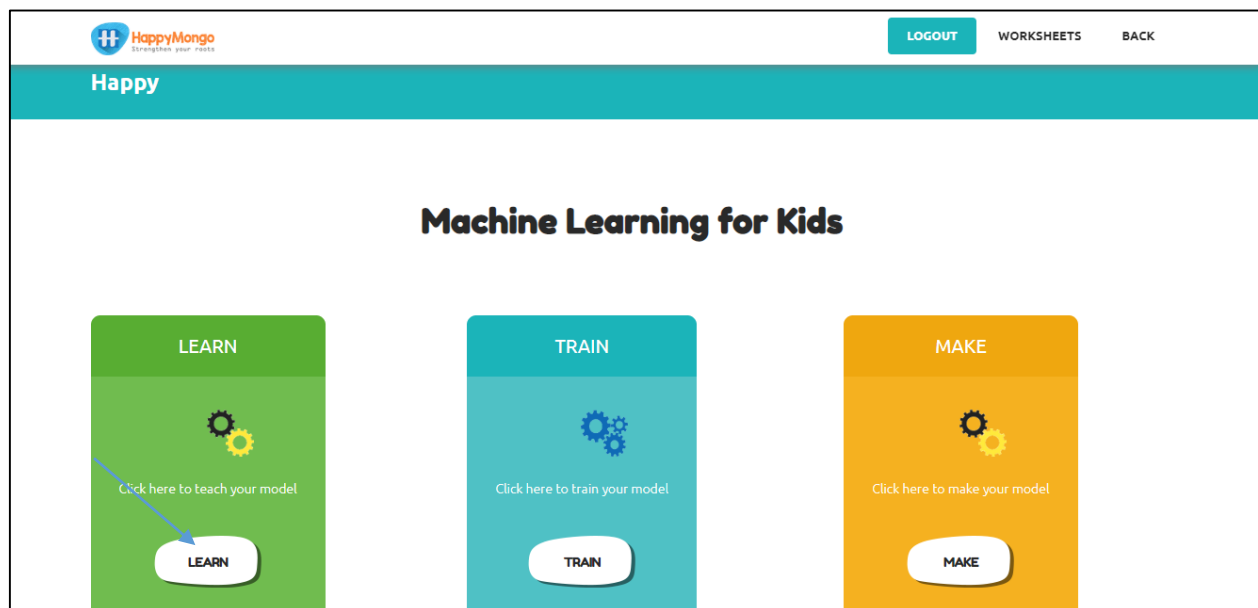
9. Now you can see “Happy” listed in your projects. Click on it.



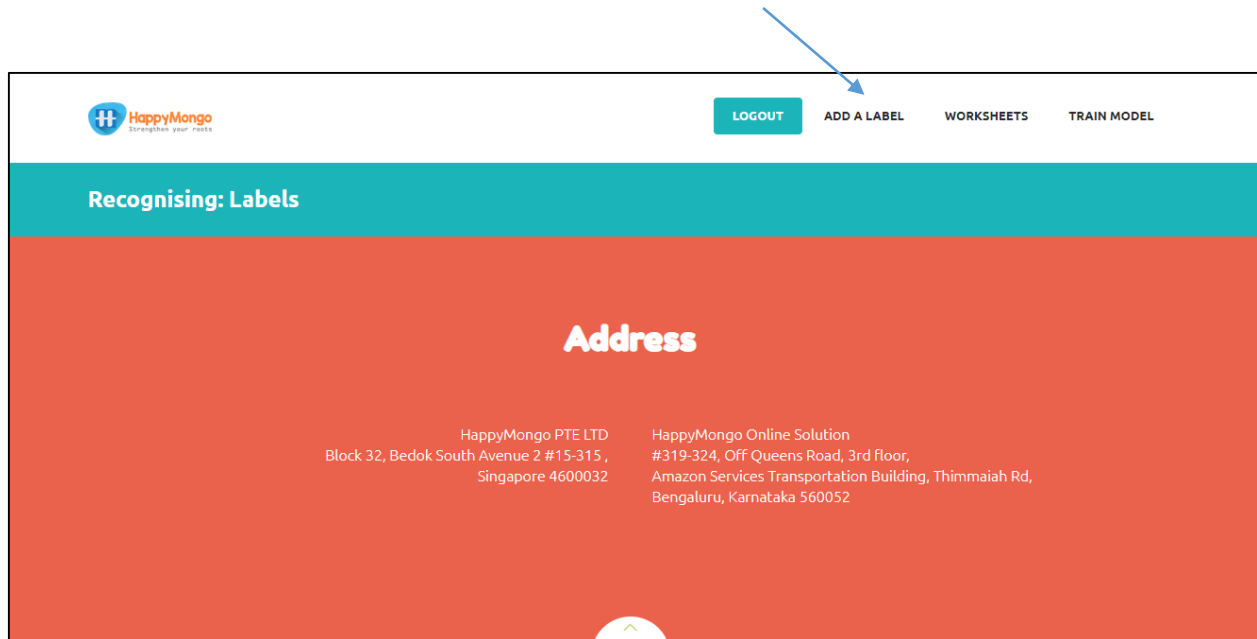
10. Now you can see the project name “Happy” on the title bar.



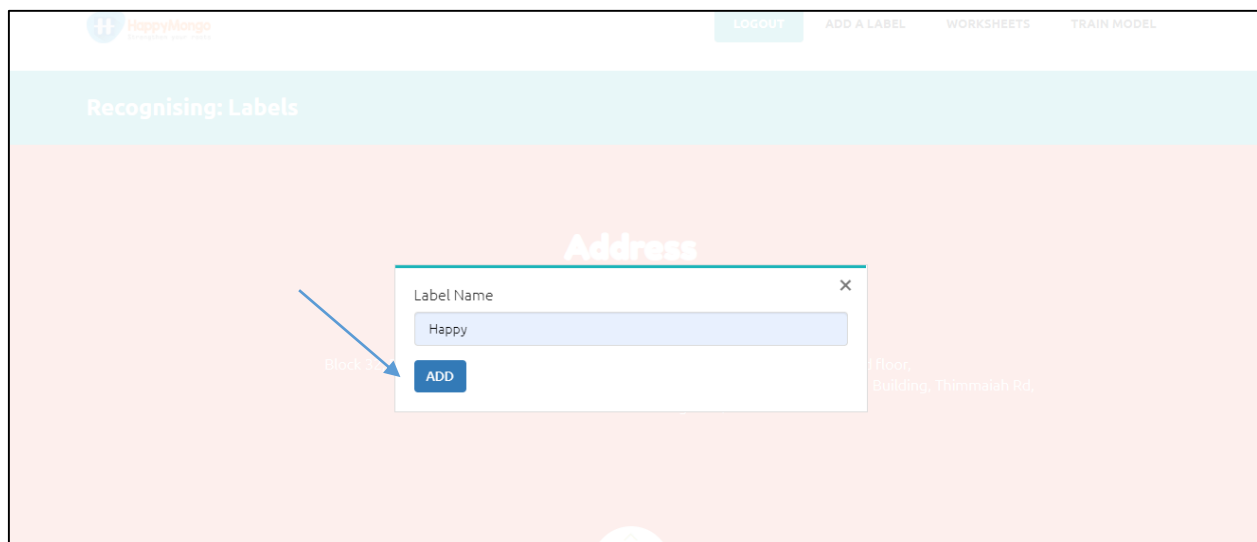
11. Click on “Learn” button.



12. Click on **“Add a Label”** button on the top menu bar.

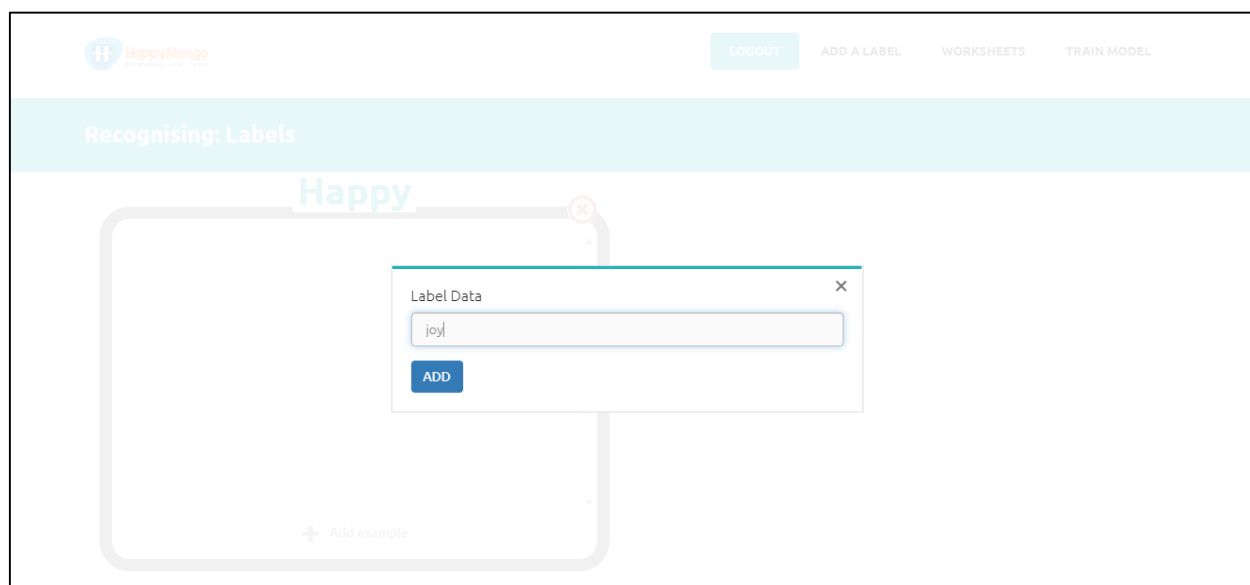
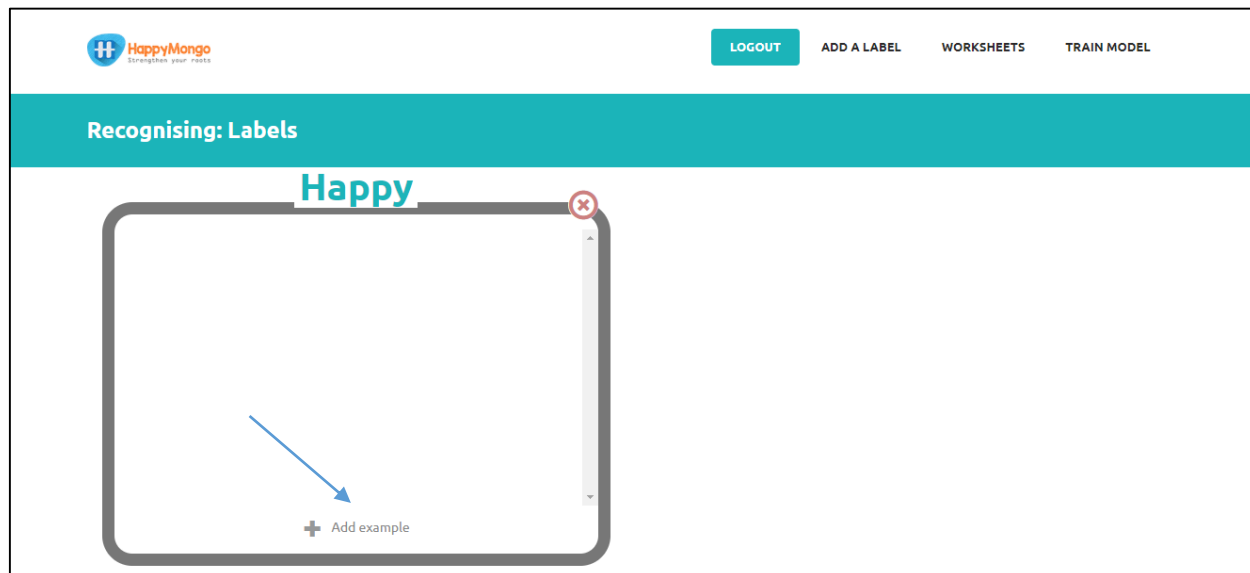


13. Enter the label name in the text box and click on **“Add”** button.

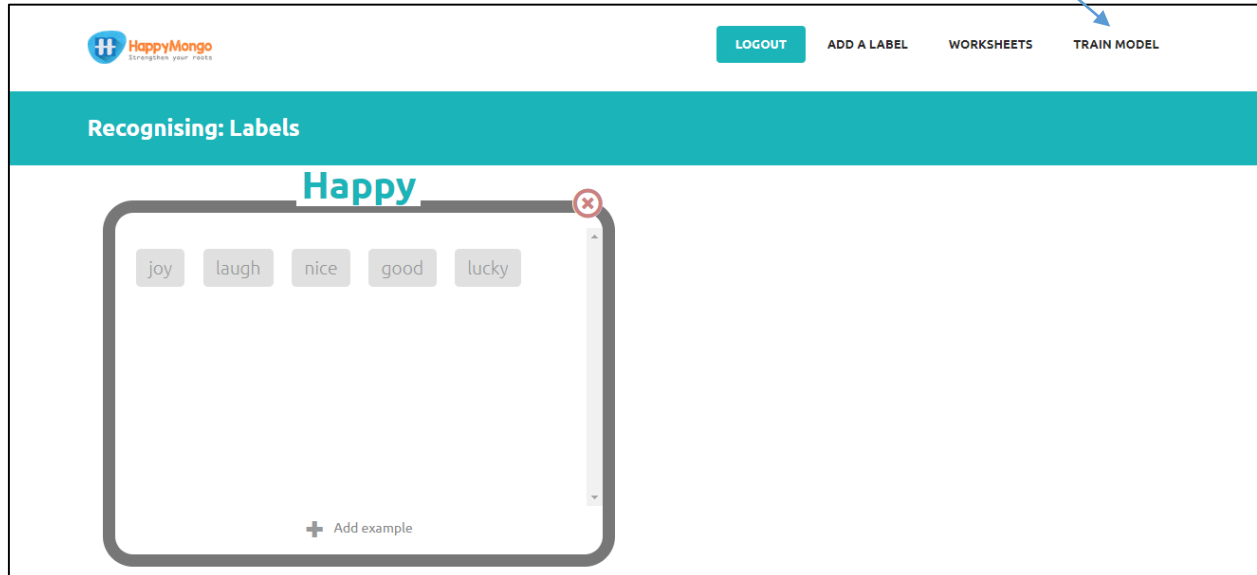




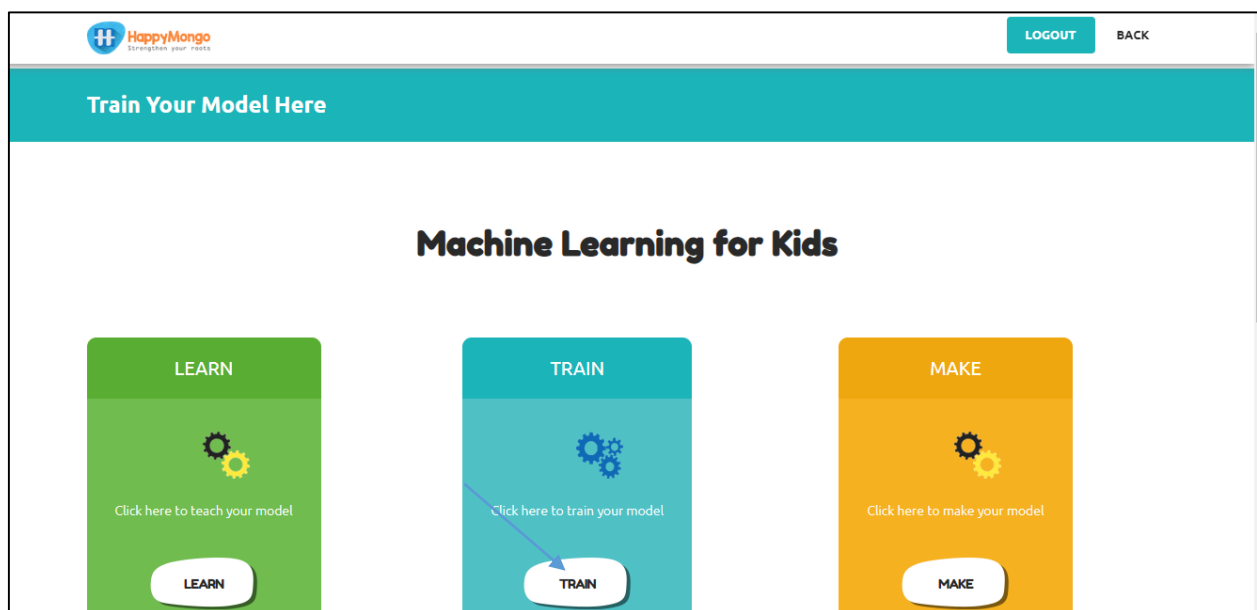
14. Click on **“Add example”** and set label data for your project.



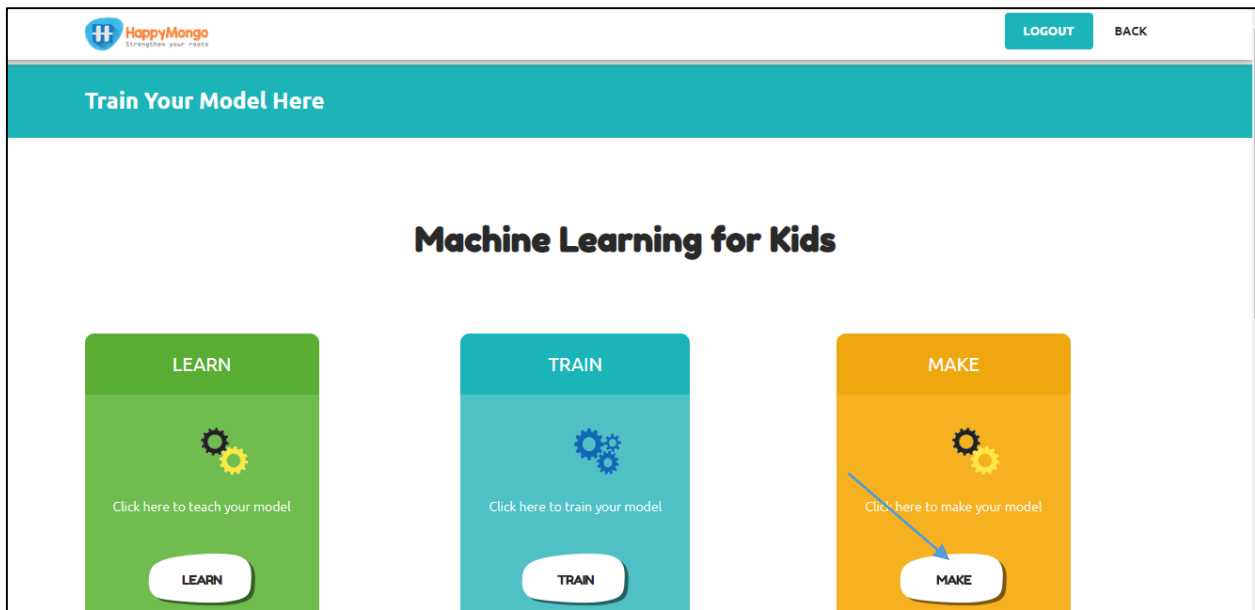
15. Click on **“Train Model”** button on the top menu bar.



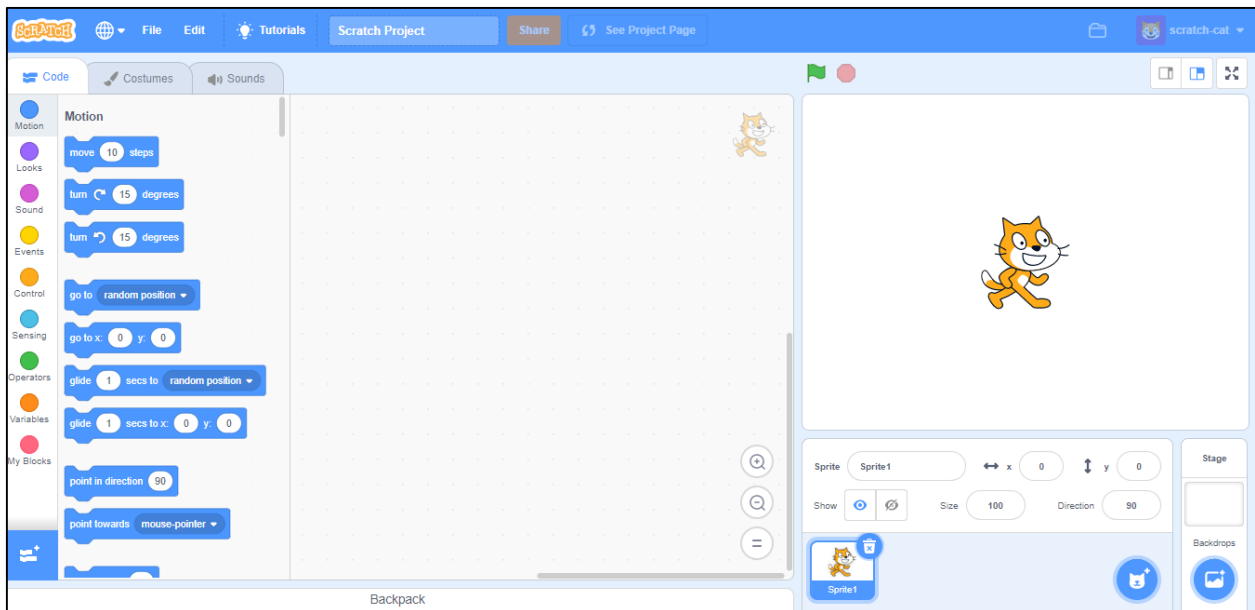
16. Click on the **“Train”** button, it will train your model.



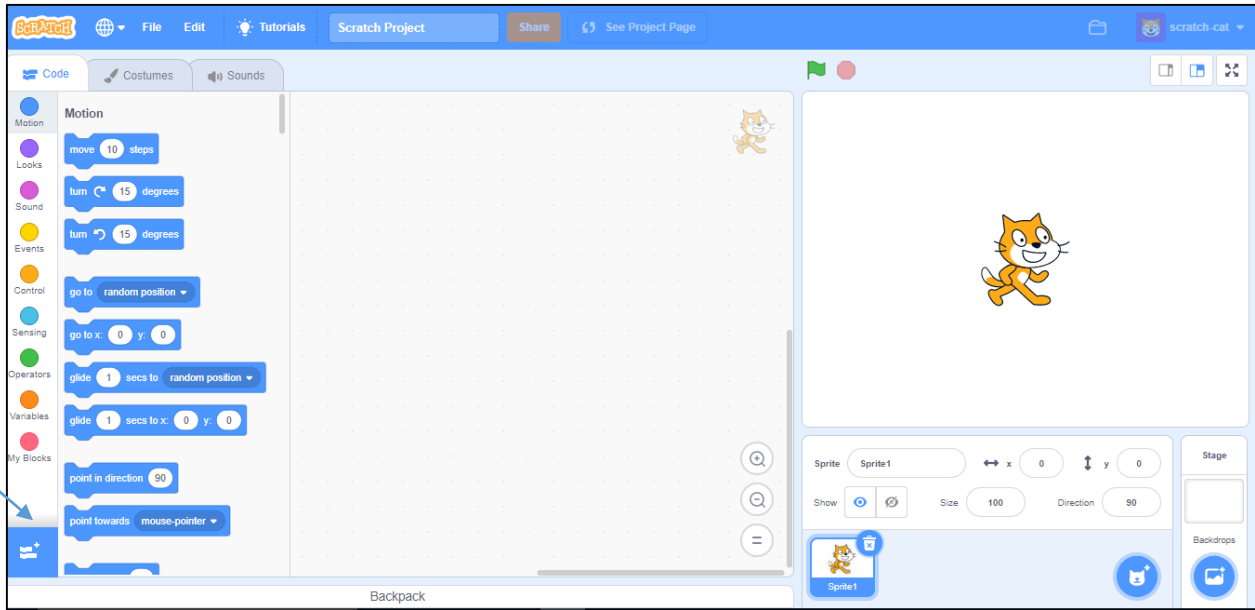
17. Start by getting a project ready in Scratch. Click **“Make”**



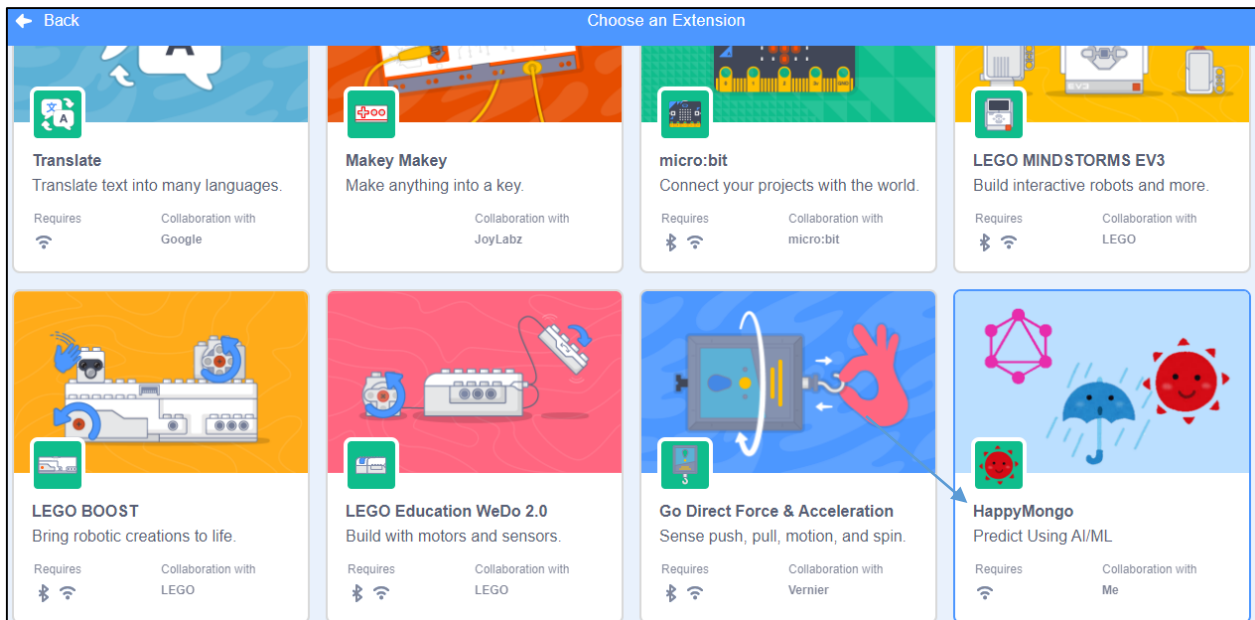
18. The Scratch editor will open.



19. Click on the “Extensions” below.



20. Click on **“HappyMongo”** extensions.



21. Click the **“code”** tab and enter the following script.



22. Save your project. Click on **File** -> **Save to your computer** to save the project to a file.

23. Click the “green flag” to test.



Scratch interface showing a Scratch project titled "happysadgame". The project is named "HappyMongoo". The code is written in Scratch blocks, featuring a "when clicked" event, an "if" block checking for "Happy" or "Sad" input, and several "repeat" loops for switching costumes and backdrops.

**Code Snippets:**

- when clicked:**
  - Input: Input Value Here
  - Operator: null = Happy
- if Happy contains input cry?: then**
  - broadcast: Happy
- else:**
  - broadcast: Sad
- when I receive Happy:**
  - repeat 6:
    - switch costume to lera-a
    - glide 1 secs to random position
    - switch costume to lera-b
    - say Happy for 3 seconds
    - switch backdrop to random backdrop
  - repeat 4:
    - switch costume to lera.c
- when I receive Sad:**
  - repeat 6:
    - switch backdrop to sad4
    - switch costume to lera-a2
    - go to x: -20 y: -7
    - point in direction 90
  - repeat 4:
    - move 20 steps
    - say Sad for 10 seconds
  - switch costume to lera-a
  - switch backdrop to Desert
  - stop: all

The stage shows a blue character (HappyMongoo) with a speech bubble saying "Sad". The backdrop is a dark, textured scene with a sad face and a yellow sun. The sprite is named "Tera" and is positioned at x: 20, y: -7. The size is 100 and the direction is 90.