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//variables {
var score = 0;
var num1;
var num2;
var ans;
var input;
var x;
var y;
var plusY;
var minusY;
var icon;
//}
hideAll();
play ();
showElement("equals");
showElement("ans_input");
setScreen("welcomeScreen");
//functions {
function hideAll (){
  hideElement("rocket");
  hideElement("rocket1");
  hideElement("rocket2");
  hideElement("rocket3");
  hideElement("rocket4");
  hideElement("rocket5");
  hideElement("rocket6");
  hideElement("car");
  hideElement("car1");
  hideElement("car2");
  hideElement("car3");
  hideElement("car4");
  hideElement("car5");
  hideElement("car6");
  hideElement("carBack");
  hideElement("spaceBack");
  hideElement("finishline");
  hideElement("plus");
  hideElement("minus");
}
function play () {
  if ((score == 0) || (score == 2) || (score == 4) || (score == 6) || (score == 8) || (score == 10)) {
    numbersAdd ();
  }
  else {
    numbersMinus ();
  }
}
function numbersAdd (){
  num1 = randomNumber(1, 9);
  setNumber("num1text", num1);
  num2 = randomNumber(1, 9);
  setNumber("num2text", num2);
  ans = num1 + num2;
  console.log ("ans: "+ans);
  setText ("ans_input", "");
  showElement("plus");
  hideElement("minus");
}
function numbersMinus (){
  num1 = randomNumber(1, 9);
  setNumber("num1text", num1);
  num2 = randomNumber(1, 9);
  setNumber("num2text", num2);
  ans = num1 - num2;
  console.log ("ans: "+ans);
  setText ("ans_input", "");
  showElement("minus");
  hideElement("plus");
}
function checkCorrect (){
  y = getYPosition(icon);

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x = getXPosition(icon);
input = getNumber("ans_input");
if (input == ans){
    score = score + 1;
    plusY = y - 20;
    setPosition(icon, x, plusY);
}
else {
    score = score -1;
    y = getYPosition(icon);
    minusY = y + 20;
    if (minusY <= 300){
        setPosition(icon, x, minusY);
    }
    else {
        setPosition(icon, x, 300);
    }
}
setNumber("score", score);
end ();
}
function end (){
    y = getYPosition(icon);
    if (y == 40){
        setScreen("winScreen");
    }
}
//}
//on events {
var key;
onEvent("ans_input", "keypress", function(event) {
    console.log("key is: "+event.key);
    key = event.key;
    if ((key != "1")&&(key != "2")&&(key != "3")&&(key != "4")&&(key != "5")&&(key != "6")&&(key != "7")&&(key != "8")&&(
    checkCorrect();
    play ();
}
});
onEvent("playAgainBtn", "click", function() {
    console.log("playAgainBtn clicked!");
    setScreen ("welcomeScreen");
    score = 0;
    setText ("score", score);
    setPosition(icon, x, 240);
    hideAll();
    icon = "";
    play ();
});
onEvent("rocketBtn", "click", function() {
    console.log("rocketBtn clicked!");
    icon = "rocket";
    showElement("spaceBack");
    setScreen("colorScreen");
    setText ("title", "Space Math");
});
onEvent("carBtn", "click", function() {
    console.log("carBtn clicked!");
    icon = "car";
    showElement("carBack");
    showElement("finishline");
    setScreen("colorScreen");
    setText ("title", "Race Math");
});
//}
//colors {
onEvent("button", "click", function() {
    console.log("button1 clicked!");
    showElement(icon);
    setScreen("playScreen");
});
onEvent("button1", "click", function() {

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console.log("button1 clicked!");
icon = icon + "1";
showElement(icon);
setScreen("playScreen");
});
onEvent("button2", "click", function() {
  console.log("button1 clicked!");
  icon = icon + "2";
  showElement(icon);
  setScreen("playScreen");
});
onEvent("button3", "click", function() {
  console.log("button1 clicked!");
  icon = icon + "3";
  showElement(icon);
  setScreen("playScreen");
});
onEvent("button4", "click", function() {
  console.log("button1 clicked!");
  icon = icon + "4";
  showElement(icon);
  setScreen("playScreen");
});
onEvent("button5", "click", function() {
  console.log("button1 clicked!");
  icon = icon + "5";
  showElement(icon);
  setScreen("playScreen");
});
onEvent("button6", "click", function() {
  console.log("button1 clicked!");
  icon = icon + "6";
  showElement(icon);
  setScreen("playScreen");
});
//}
```