

```

var madLibText;
var fillYourName;
var fillName;
var fillCity;
var fillNumber;
var fillAnimal;
var fillLiquid;
var fillColor;
var fillTime;

var cap;
var endOfName;
var endOfCity;
var endOfYourName;

var clear;

onEvent("nextBtn", "click", function() {
  console.log("nextBtn clicked!");
  //your name {
    fillYourName = getText ("yourNameInput");
    cap = fillYourName.substring(0, 1);
    cap = cap.toUpperCase();
    endOfYourName = fillYourName.substring(1);
    endOfYourName = endOfYourName.toLowerCase();
    fillYourName = cap + endOfYourName;
    console.log (fillYourName);
  //}
  //name{
    fillName = getText ("nameInput");
    cap = fillName.substring(0, 1);
    cap = cap.toUpperCase();
    endOfName = fillName.substring(1);
    endOfName = endOfName.toLowerCase();
    fillName = cap + endOfName;
    console.log (fillName);
  //}
  //city{
    fillCity = getText ("cityInput");
    cap = fillCity.substring(0, 1);
    cap = cap.toUpperCase();
    endOfCity = fillCity.substring(1);
    endOfCity = endOfCity.toLowerCase();
    fillCity = cap + endOfCity;
    console.log (fillCity);
  //}
  //number{
    fillNumber = getText ("numberInput");
    console.log (fillNumber);
  //}
  //animal{
    fillAnimal = getText ("animalInput");
    fillAnimal = fillAnimal.toLowerCase();
    console.log (fillAnimal);
  //}
  //liquid{
    fillLiquid = getText ("liquidInput");
    fillLiquid = fillLiquid.toLowerCase();
    console.log (fillLiquid);
  //}
  //color{
    fillColor = getText ("colorInput");
    fillColor = fillColor.toLowerCase();
    console.log (fillColor);
  //}
  //time{
    fillTime = getText ("timeInput");
    fillTime = fillTime.toLowerCase();
    console.log (fillTime);
  //}
  setScreen("madLibScreen");

```

```
madLibText = "Hello " + fillYourName + ",\nMy name is " + fillName + " and I live in " + fillCity + ". I'd like to gi  
setText("madLibArea", madLibText);  
});  
  
onEvent("playAgainBtn", "click", function() {  
  console.log("playAgainBtn clicked!");  
  clear = " ";  
  setText("nameInput", clear);  
  setText("numberInput", clear);  
  setText("cityInput", clear);  
  setText("adjectiveInput", clear);  
  setText("nounInput", clear);  
  setScreen("fillScreen", clear);  
});
```