```
when TurnDebug . Click
do 😝 if
            get global Click = = = |
    then set DEBUG1 . Visible to true
          set Label6 . Text to get global Click .
               get global Click → # 9
    then
          set global Click to
                                    get global Click
         set Label6 . Text to get global Click -
 nen TimerClock . Timer
do 🔯 if
                get global StartTimer = = = =
    then call CheckIfBelowZero
          call TimerCheckIfZero -
          call TimerTick -
          (a) If
                      get global RealSec - S
                                               0
          then set global RealSec to 60
                            get global Minutes ▼ (≥ ▼
                                                    0
                      set global Minutes - to
                                               get global Minutes -
                                                        . . . . . . . . .
```

. . . . . . . . . . . .

. . . . . . . .

```
to ScreenChange
                   Desired_Screen
do
    if 😨
               get Desired_Screen ▼ ≤ ▼
          set Desired_Screen v to
          set global ScreenNumber v to
    if
               get Desired_Screen - = -
          set global ScreenNumber v to
    then
          set Start . Visible to
                                   true -
          set Today ▼ . Visible ▼ to false
          set PutDown ▼ . Visible ▼ to false
          set SettingsPage . Visible to false
          set Pomodoro . Visible to false
    else if
               get [Desired_Screen -
    then set global ScreenNumber v to
          set Start . Visible to
                                   false
          set Today ▼ . Visible ▼ to true
          set PutDown ▼ . Visible ▼ to false ▼
          set SettingsPage ▼ . Visible ▼ to false ▼
          set Pomodoro . Visible to false
    else if
               get Desired_Screen >
    set Start ▼ . Visible ▼ to
                                   false -
          set Today ▼ . Visible ▼ to false ▼
          set PutDown ▼ . Visible ▼ to true
          set SettingsPage ▼ . Visible ▼ to ifalse
          set AskStuff . Visible to true
          set Game ▼ . Visible ▼ to false ▼
          set WIN ▼ . Visible ▼ to Malse ▼
          set Death . Visible to false .
          set Pomodoro . Visible to false
    else if
                get Desired_Screen -
    then
          set global ScreenNumber - to 4
          set Start . Visible . to false
          set Today ▼ . Visible ▼ to false
          set PutDown ▼ . Visible ▼ to [ false
          set Pomodoro . Visible to true
          set SettingsPage . Visible to false
          set Vert1 . Visible to true
             Vert2 ▼ . Visible ▼ to itrue ▼
          set FirstPart ▼ . Visible ▼ to false
          set Break ▼ . Visible ▼ to Malse
    else if
               get Desired_Screen >
          set global ScreenNumber v to 5
          set Start . Visible . to false
          set Today . Visible to false
          set PutDown . Visible to false
          set SettingsPage . Visible to true
          set Pomodoro ▼ . Visible ▼ to false ▼
```



```
when Screen1 .Initialize
do set global YesterDay to
                               call Storage . GetValue
                                                          OldDate
                                     valuelfTagNotThere
   call GetTime -
              compare texts
                              get global YesterDay -
                                                           get global Todays Date
    then
          call ScreenChange -
                Desired_Screen
         call ScreenChange -
                Desired_Screen
   call UpdateDebug =
when RestartTree . Click
do call ScreenChange
          Desired_Screen
when TimerStart .Click
    set global Minutes - to
                            TimeAnswer - Text -
    set global OrigianalMinutes - to
                                   TimeAnswer - Text -
    set global Minutes - to
                               get global Minutes -
    set Game . Visible to true
    set AskStuff . Visible to false
    set global RealSec - to
                            0
    set global StartTimer = to
                              true -
```

```
to GetTime
   initialize local CurrentTime to 0
    in set CurrentTime to call DateClock .MakeInstantFromMillis
        set Date . Text to io join
                                         Today's Date:
                                         call DateClock .DayOfMonth
                                         · Ø ·
                                         instant
                                         .0.
                                         call DateClock .Year
                                                       instant
                                                               get CurrentTime >
        set global Todays Date - to | [3] join
                                            Today's Date:
                                            call DateClock .DayOfMonth
                                                                         get CurrentTime
                                            · Ø ·
                                            call DateClock . Month
                                                                    get CurrentTime
                                            call DateClock . Year
        call Storage . StoreValue
                                  OldDate |
                            tag
                    valueToStore
                                  get global Todays_Date
    call UpdateDebug -
```

```
when Screen1 BackPressed
do o if
                get global ScreenNumber -
          cal ScreenChange -
    then
                Desired_Screen
          call GetTime -
                get global ScreenNumber -
    then call ScreenChange
                Desired_Screen
                               2
    else if
                get global ScreenNumber -
    then
          ( if
                      Game Visible V
                                               true
               set Death . Visible . to
          then
                                          true -
                set WIN . Visible to
                set Game . Visible to
                                          false
                set global StartTimer v to
                                          false -
                call ScreenChange -
                      Desired_Screen
                get global ScreenNumber
    then
         cal ScreenChange -
                Desired_Screen |
                               2
    else if
                get global ScreenNumber -
          cal ScreenChange -
    then
                Desired_Screen
    set global RealSec v to 0
    set global Minutes to
                           0
```

```
to UpdateDebug
do set OldDateDEBUG . Text to get global YesterDay
   set DateDEBUG . Text to get global Todays Date
    set RealSecondDEBUG . Text to join
                                            RealSeconds:
                                            get global RealSec -
    set MinutesDEBUG . Text to join Minutes: "
                                        get global Minutes .
    set SetVariableDEBUG . Text to join PomActve: "
                                           get global PomActive
    set StartDEBUG . Text to join
                                      Start:
                                       get global StartTimer -
   set ScreenNumberDEBUG . Text to join ScreenNumber:
                                            get global ScreenNumber -
    set BreakDEBUG . Text to logioin
                                       Break:
                                        get global Break
    set PomActiveDEBUG . Text to poin PomActive:
                                           get global PomActive -
    set OriginalMinutesDEBUG 

. Text 

to pin on OriginalMinutes:
                                           get global OrigianalMinutes -
```

```
to CheckIfBelowZero
    t if
                get global RealSec - = -
          set global RealSec ▼ to
    D i
                get global Minutes 🕶
                                          -1
    then
          if
                      get global ScreenNumber - = -
                 set AskStuff . Visible to false
                 set Game . Visible to false
                 set WIN . Visible to true
                 set AliveAmount ▼ . Text ▼ to
                                                           You kept your tree alive for
                                                          get global OrigianalMinutes
                                                          Minutes.
                 set global RealSec v to 0
                set global Minutes v to 0
                      get global ScreenNumber - 4
          then 🔯 if
                                                                    and -
                               get global PomActive - = true -
                                                                               get global Break ▼ = ▼
                 then set global PomActive v to false v
                       set Time2 . Visible to false
                       set Break ▼ . Visible ▼ to
                       set global Minutes v to 5
                       set global OrigianalMinutes v to
                       set global RealSec v to 0
                       set global StartTimer v to true v
                       set global Break v to true v
                                                                     and 🕶
                               get global PomActive = = =
                                                           false -
                                                                                get global Break -
                then set Break . Visible to
                       set FirstPart ▼ . Visible ▼ to
                       set global OrigianalMinutes v to
                       set global Minutes v to 11
                       set global RealSec v to 0
                       set global StartTimer v to true
                       set global PomActive v to true
                       set global Break - to
          set global StartTimer v to false
```

```
when ClearStorage . Click
do call Storage .ClearAll
    set global Click to 0
   set DEBUG1 . Visible to false
    set global YesterDay v to
when DoneGoalInput . Click
    call ScreenChange -
         Desired_Screen
when StartPomTimer . Click
    set FirstPart . Visible . to
    call GoalInput .HideKeyboard
    set Vert1 . Visible to false
    set Vert2 . Visible . to false
    set GoalLabel . Text to get global PomGoal
    set Time2 . Visible . to true .
    set global PomActive - to true -
    set global Minutes to 25
    set global OrigianalMinutes v to 25
    set global RealSec - to 0
    set global StartTimer = to
when SettingsButton . Click
do call ScreenChange
         Desired_Screen
```

```
to TimerTick
   set global RealSec ▼ to
                            get global RealSec -
                                          = 2
                       get global RealSec 🕶
                                           Time:
    then set Time . Text to i join
                                           get global Minutes -
                                           · 📵 • 📑
                                           get global RealSec 🔻
         set Time2 . Text to i join
                                            " Time: "
                                            get global Minutes -
                                            .8.
                                            get global RealSec -
          set Time3 ▼ . Text ▼ to [ □ join
                                            " Time: "
                                            get global Minutes 🔻
                                            · 8 ·
                                            get global RealSec -
               length
                     get global RealSec -
                                          then set Time . Text to poin
                                           " Time: "
                                           get global Minutes -
                                           · 8 ·
                                           get global RealSec -
         set Time2 ▼ . Text ▼ to | □ join
                                           " Time: "
                                            get global Minutes -
                                            .8.
                                            get global RealSec -
          set Time3 ▼ . Text ▼ to 📢 🖸 join
                                            " Time: "
                                            get global Minutes 🔻
                                            . 8 .
                                            get global RealSec -
   else if length
                     get global RealSec -
                                          then set Time . Text to poin
                                           " Time: "
                                           get global Minutes -
                                           · 8 ·
                                           get global RealSec -
         set Time2 . Text to | i join
                                           " Time: "
                                            get global Minutes -
                                            · 8 ·
                                            .0.
                                            get global RealSec -
          set Time3 ▼ . Text ▼ to
                                  join
                                            " Time: "
                                            get global Minutes -
                                            · 8 ·
                                            . 0 .
                                            get global RealSec -
   call UpdateDebug -
```

```
when TimeAnswer .LostFocus
do call TimeAnswer .HideKeyboard
    set global Minutes - to TimeAnswer - Text -
when Goalinput .. LostFocus
    set global PomGoal v to
                             join
                                        Goal:
                                      Goalinput
when InputGoal LostFocus
   call InputGoal .HideKeyboard
when Killit .Click
    set global TreeDeaths ... to
                                    get global TreeDeaths -
    set DeathCount . Text . to
                                   ioin 🔯
                                             Your Tree Has Died
                                             get global TreeDeaths -
                                             Times
    call ScreenChange -
         Desired_Screen
when PomodoroTech . Click
do call ScreenChange -
         Desired_Screen
```

```
to TimerCheckIfZero
   if 📵
                get global RealSec - = 0
                      get global Minutes = 0
          then
                            get global ScreenNumber - = -
                      set AskStuff . Visible to false
                      set Game . Visible to false .
                      set WIN . Visible . to true .
                      set AliveAmount . Text to i join
                                                                You kept your tree alive for
                                                               get global OrigianalMinutes
                      set global Minutes v to 0
                      set global RealSec v to 0
                      set global StartTimer v to false v
                            get global ScreenNumber - 4
                      if
                                    get global PomActive - = -
                                                                true -
                                                                                    get (global Break 🔻 💷
                      then set global PomActive v to false v
                            set Break . Visible to true v
                            set FirstPart ▼ . Visible ▼ to [ false ▼
                             set global Minutes v to 5
                             set (global OrigianalMinutes v to 5
                             set global RealSec v to 0
                             set global StartTimer v to true v
                            set global Break to true v
                                    get global PomActive = = =
                                                                false -
                      then set Break . Visible to false .
                            set FirstPart ▼ . Visible ▼ to [ true ▼
                             set global OrigianalMinutes v to 1
                             set global Minutes to [1]
                             set global RealSec v to 0
                             set global StartTimer v to true v
                             set global PomActive v to true
                             set global Break to false v
```

```
when PutDownButton .Click
do call ScreenChange ...
Desired_Screen 3
```