Answer the following questions.

1. This app presents a new type of event which you haven't encountered before. What is that new event? How often is it triggered?

**Answer**

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| **The event is tap on a sprite. The event is triggered every time the user taps the light bulb.** |

2. Consider the apps you've developed so far. Can you list all the different events your apps have responded to? What other events do you think an app can respond to? Explore some of the components in App Inventor and see what event handlers they have.

**Answer**

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| **Some of the many events are when it is shaken, when a button is tapped, when a sprite is hit and when a table view pops up and leaves. There are so many different things an app can use as events. One could be the position of the device changing.** |

3. What are the advantages of writing procedures in programming? Use the procedures you wrote for this app as examples in your response.

**Answer**

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| **It allows your code to look cleaner and not have to constantly repaet code over and over again. The procedure I used this app maakes it so that I don’t have to copy and past the random position code.** |