**Speaker 1:** In this video, I'm going to show you how to get started with case 303. That's the case of the crooked attorney. Let's go straight to Torvalds office and we're going to download the crime that happened there. You know the deal, unzip the folder, open brackets, and drag the folder into brackets. Let's look at what we've got here. District attorney Torvalds is well respected in Kansas City. He's an outstanding citizen and enforcer of the law, but, of course, he's as crooked as they come. What we have to do is we have to find some incriminating documents, and he's got them in very various safes that he's hidden across town, and so we're going to have to break into them.

We've got a load of instructions, a load of commands, things that we have to do in order to crack this safe. They seem to involve these variables: cryptic store com A and cryptic store com B. Now remember, your puzzle won't be exactly the same as mine. Your variable names might be slightly different, your instructions here might be slightly different. You can't copy this video exactly. First things first, let's run the sketch. We can see our safe here. I was thinking maybe it's interactive, but at the moment, nothing happens. Let's try and crack this safe. Let's see what we need to do. I'm going to do a little bit of it now, and then maybe we'll try and mark it.

When the mouse button is released, so we need an event for the mouse button release. Let's have a look down here. Look, mouse released. Let's just see that working. I'm going to open the console. There it is at the bottom and you can see mouse moves happening. Let's just try the mouse released. Mouse pressed, mouse released, so what do we have to do? We're told where mouse button is released, make cryptic store com A equal to 16. Here's a little tip, copy the instructions into your code and comment on them. That way is so much easier. You don't scroll up and down the whole time and you can really have a check, well, it's good coding practice.

This is all we have to do. Now, cryptic store com A is 16 when we release the button. Let's see what that actually does on our sketch. I'm going to refresh that sketch. Did you see? It's moved to 16 when I released the button. Let's do a couple more. Cryptic store com A is equal to five when the mouse is being dragged. Let the mouse dragged. Again, I copied and pasted this here. Oops, don't do that. Cryptic so com A equals five when the mouse is dragged. Let's try that, so I'm going to go back to my safe. I release the mouse and it's 16, I drag the mouse and it's a five, cool.

We've done two, I'm going to do one more for you, and then I think you can work out how to do the rest. When any key is pressed, cryptic store com A equals 22. Let's go to key press and we go-- Oops. Cryptic store com A equals 22. Let's try that. I'm going to press the key, you can't see me pressing it, but I'm pressing it, and you saw it equal 22. I press and release the mouse, it goes to 16, I drag it and it's going to five, cool. We've done a few of the instructions now. What I'm going to do is I'm going to grade that and see how I do so far.

Find the right sketch. There we go and let's submit the solution.

We can see it's still not solved, we've got 37.5% complete, but we've done some things here and we still got more. We haven't done anything to cryptic store com B, so there's still a long way to go. Okay, you have a go and see how you get on.

**[00:04:58] [END OF AUDIO]**