

```
when btn_quit · .Click
do close application

when img_elephant · .Click
do call snd_eleph · .Play

when img_bird · .Click
do call snd_bird · .Play

when img_snake · .Click
do call snd_snake · .Play

when img_lion · .Click
do call snd_lion · .Play

when img_monkey · .Click
do call snd_lion · .Play

when img_monkey · .Click
do call snd_monkey · .Play
```





