

Multi-Screen App

```
1 function startGame()
2 {
3     setScreen("gameScreen");
4     // Randomize letters
5     for(var i = 0; i < 24; i++)
6     {
7         var curc = String.fromCharCode(i + 97);
8         var x = getXPosition(curc);
9         var y = getYPosition(curc);
10        var newc = String.fromCharCode(randomNumber(0, 23) + 97);
11        setPosition(curc,
12            getXPosition(newc),
13            getYPosition(newc));
14        setPosition(newc,
15            x,
16            y);
17    }
18 }
19 function findLetter(x, y)
20 {
21     for(var i = 0; i < 24; i++)
22     {
23         var id = String.fromCharCode(i + 97);
24         if(getXPosition(id) == x && getYPosition(id) == y)
25             return id;
26     }
27 }
28 function moveEmpty(x, y)
29 {
30     if(x >= 10 && y >= 95 && x <= 250 && y <= 335)
31     {
32         var id = findLetter(x, y);
33         setPosition(id, emptyX, emptyY);
34         emptyX = x;
35         emptyY = y;
36     }
37 }
38 function won()
39 {
40     return getXPosition("a") == 10 && getYPosition("a") == 95 &&
41         getXPosition("b") == 70 && getYPosition("b") == 95 &&
42         getXPosition("c") == 130 && getYPosition("c") == 95 &&
43         getXPosition("d") == 190 && getYPosition("d") == 95 &&
44         getXPosition("e") == 250 && getYPosition("e") == 95 &&
45         getXPosition("f") == 10 && getYPosition("f") == 155 &&
46         getXPosition("g") == 70 && getYPosition("g") == 155 &&
47         getXPosition("h") == 130 && getYPosition("h") == 155 &&
48         getXPosition("i") == 190 && getYPosition("i") == 155 &&
49         getXPosition("j") == 250 && getYPosition("j") == 155 &&
50         getXPosition("k") == 10 && getYPosition("k") == 215 &&
51         getXPosition("l") == 70 && getYPosition("l") == 215 &&
```

```
52     getXPosition("m") == 130 && getYPosition("m") == 215 &&
53     getXPosition("n") == 190 && getYPosition("n") == 215 &&
54     getXPosition("o") == 250 && getYPosition("o") == 215 &&
55     getXPosition("p") == 10 && getYPosition("p") == 275 &&
56     getXPosition("q") == 70 && getYPosition("q") == 275 &&
57     getXPosition("r") == 130 && getYPosition("r") == 275 &&
58     getXPosition("s") == 190 && getYPosition("s") == 275 &&
59     getXPosition("t") == 250 && getYPosition("t") == 275 &&
60     getXPosition("u") == 10 && getYPosition("u") == 335 &&
61     getXPosition("v") == 70 && getYPosition("v") == 335 &&
62     getXPosition("w") == 130 && getYPosition("w") == 335 &&
63     getXPosition("x") == 190 && getYPosition("x") == 335;
64 }
65
66 function startTimer()
67 {
68     var remaining = 300;
69     timedLoop(1000, function() {
70         remaining--;
71         setText("timer", fmtMSS(remaining));
72         if(remaining <= 0)
73         {
74             stopTimedLoop();
75             setScreen("loseScreen");
76         }
77     });
78 }
79 // StackOverflow; changes seconds to M:SS
80 function fmtMSS(s){return(s-(s%=60))/60+(9<s?' ':'0')+s}
81
82 var emptyX, emptyY;
83 onEvent("playButton", "click", function() {
84     emptyX = 250;
85     emptyY = 335;
86     startGame();
87     startTimer();
88 });
89 onEvent("playagainButton", "click", function() {
90     setScreen("mainScreen");
91 });
92 onEvent("playagainButton2", "click", function() {
93     setScreen("mainScreen");
94 });
95 onEvent("gameScreen", "keydown", function(event) {
96     if(event.key == "Right")
97         moveEmpty(emptyX - 60, emptyY);
98     else if(event.key == "Left")
99         moveEmpty(emptyX + 60, emptyY);
100     else if(event.key == "Up")
101         moveEmpty(emptyX, emptyY + 60);
102     else if(event.key == "Down")
103         moveEmpty(emptyX, emptyY - 60);
104
105     if(won())
106         setScreen("winScreen");
107 });
```

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