



Designer

Blocks

initialize global num1 to 0

initialize global num2 to 0

initialize global answer to 0



```
to Set_question
do
  set answerText to ""
  set global num1 to random integer from 1 to 100
  set global num2 to random integer from 1 to 100
  set global answer to (get global num1) + (get global num2)
  set num1Lbl text to get global num1
  set num2Lbl text to get global num2
end
```

Screen1 Initialize
call Set_question

```
call Dialog1 ShowMessageDialog
message "it's correct"
title "good job"
buttonText "Next question"
```

```
when CheckPin Click
do
  4
  set answerText to get global answer
then
  call Set_question
else
  call Dialog1 ShowMessageDialog
  message "oops it's wrong"
  title "sorry it's wrong"
  buttonText "Next question"
  call Set_question
end
```

