```
//This is going to be an app for planning mountain adventures.
This the block of code that chages to the start page when i
press the buttton
var mountainName = getColumn("World's Tallest Mountains",
"Mountain name");
var mountainHeight = getColumn("World's Tallest Mountains",
"Height in ft");
var mountainCountry = getColumn("World's Tallest Mountains",
"Country");
var mountainRange = getColumn("World's Tallest Mountains",
"Range");
var mountainCoordinates = getColumn("World's Tallest Mountains",
"Coordinates");

//Defined Variables of Record function
var mountainRecords =[];
var i =0;
var newMountain;

//Defined Variables of Info Function
var filteredNames = [];
var filteredCountry = [];
var filteredHeight = [];
var filteredRange = [];
var filteredCoordinates = [];

onEvent("btn.info", "click", function( ) {
 info();
});
onEvent("btn.records", "click", function( ) {
  records();
});
onEvent("btn.next", "click", function( ) {
  adventure();
});
onEvent("btn.start", "click", function( ) {
  home();
});
onEvent("btn.pg2to1", "click", function( ) {
  home();
});
```

```
//This is a function to code for adventures
function adventure(){
setScreen("Page3");
    //import data back inside the variable
var i = randomNumber(1,mountainName.length - 1);
setProperty("txt_Name", "text", mountainName[i]);
setProperty("txt_Country", "text", mountainCountry[i]);
setProperty("txt_Height", "text", mountainHeight[i]);
setProperty("txt_Range", "text", mountainRange[i]);
}



//This is a function that records my climbs
function records(){
  setScreen("page4");


updateScreen();
onEvent("NewMountainBTN", "click", function(){
  addMountain();

});

}

function updateScreen(){
  var mountain = "";
  if (mountainRecords.length < 1){
    setProperty("record_data", "text", "Add Trips!");
  }  else {
  setText("record_data", ((i+1) + mountain[i] +"\n") );
}
}

function addMountain(){
  newMountain = getText("mountainInput");
  appendItem(mountainRecords,newMountain);
  setText("mountainInput", "");
```

```
  setProperty("record_data", "text",
mountainRecords.join("\n"));


playSound("sound://category_accent/puzzle_game_accent_a_01.mp3")
;
}




//This a function that give you info about different mountains
function info(){
  setScreen("page2");

//create variables to hold column data from the mountain
var mountainInfoName = getColumn("World's Tallest Mountains",
"Mountain name");
var mountainInfoCountry = getColumn("World's Tallest Mountains",
"Country");
var mountainInfoHeight = getColumn("World's Tallest Mountains",
"Height in ft");
var mountainInfoRange = getColumn("World's Tallest Mountains",
"Range");
var mountainInfoRank = getColumn("World's Tallest Mountains",
"Rank");
var mountainInfoCoordinates = getColumn("World's Tallest
Mountains", "Coordinates");
//create empty container for filter list
var filteredNames = [];
var filteredCountry = [];
var filteredHeight = [];
var filteredRange = [];
var filteredCoordinates = [];


//call the functions

filter();
```

```
//create a function to filter the information from the lists and
show
// on screen the information of one moutain at a time
function filter (){
filteredNames = [];
filteredCountry = [];
filteredHeight = [];
filteredRange = [];
filteredCoordinates = [];
  //this for loop creates the lists from the database
  for (var i= 0; i < mountainInfoName.length; i++){
    if(mountainInfoRank[i]>0){
    appendItem(filteredNames, mountainInfoName[i]);
    appendItem(filteredHeight, mountainInfoHeight[i]);
    appendItem(filteredCountry, mountainInfoCountry[i]);
    appendItem(filteredRange, mountainInfoRange[i]);
    appendItem(filteredCoordinates, mountainInfoCoordinates[i]);
 }

 }
  //this will display the infomation on the output box
setText("mountain_info","Name: "+filteredNames[i] + "\n Country:
" + filteredCountry[i] + " \nHeight: " + filteredHeight[i] +
"\nRange: " + filteredRange[i] +  " \nCoordinates: " +
filteredCoordinates[i]);
}

//This is a function that gives you information about mountains
in the world.

//Create a function to filter the information from the list and
show on screen the information of one mountain at a time.

//Call the function
```

```
filter();
var i=0;
//This is the function for the next mountain.
function next(){
    if (i<filteredNames.length-1){
        i++;
    }
    else{
        i=0;
    }
}


//This is the function for the next mountain.
function prev(){
    if (i>0){
        i--;
    }
    else{
        i>0;
        i=filteredNames.length-1;
    }
}
```

```
onEvent("btn.forward", "click", function( ) {
  next();
  //This will display the information on the output box.
```

```
    setText("mountain_info", "Mountain Name: " + filteredNames[i]
+ " Country: " +filteredCountry[i] + " Height: " +
filteredHeight[i] +" Coordinates: " + filteredCoordinates[i]);


});



onEvent("btn.backward", "click", function( ) {
  prev();
  //This will display the information on the output box.
  setText("mountain_info", "Mountain Name: " + filteredNames[i]
+ " Country: " +filteredCountry[i] + " Height: " +
filteredHeight[i] + " Coordinates: " + filteredCoordinates[i]);

});







}

function home(){
  setScreen("page1");
}
onEvent("btn_randomizer", "click", function( ) {
    adventure();
});
onEvent("btn.pg3topg1", "click", function( ) {
  home();
});
onEvent("pg4topg1", "click", function( ) {
    console.log("pg4topg1 clicked!");
    home();
});

var filteredNames = [];
var filteredCountry = [];
var filteredHeight = [];
```

```javascript
var filteredRange = [];
var filteredCoordinates = [];



//call the functions

filter();








//create a function to filter the information from the lists and
show
// on screen the information of one moutain at a time
function filter (){
filteredNames = [];
filteredCountry = [];
filteredHeight = [];
filteredRange = [];
filteredCoordinates = [];
  //this for loop creates the lists from the database
  for (var i= 0; i < mountainName.length; i++){
   if(filteredNames[i]== 0){
    appendItem(filteredNames, mountainName[0]);
    appendItem(filteredHeight, mountainHeight[0]);
    appendItem(filteredCountry, mountainCountry[0]);
    appendItem(filteredRange, mountainRange[0]);
    appendItem(filteredCoordinates, mountainCoordinates[0]);
   }
    else if(filteredNames[i]> 0){
    appendItem(filteredNames, mountainName[i]);
    appendItem(filteredHeight, mountainHeight[i]);
    appendItem(filteredCountry, mountainCountry[i]);
    appendItem(filteredRange, mountainRange[i]);
    appendItem(filteredCoordinates, mountainCoordinates[i]);
 }
```

```
  }
  //this will display the infomation on the output box
setText("mountain_info","Name: "+filteredNames[i] + "\n Country:
" + filteredCountry[i] + " \nHeight: " + filteredHeight[i] +
"\nRange: " + filteredRange[i] +  " \nCoordinates: " +
filteredCoordinates[i]);
}

//This is a function that gives you information about mountains
in the world.

//Create a function to filter the information from the list and
show on screen the information of one mountain at a time.

//Call the function

filter();
var i=0;
//This is the function for the next mountain.
function next(){
   if (i<filteredNames.length-1){
      i++;
   }
   else{
      i=0;
   }
}


//This is the function for the next mountain.
function prev(){
   if (i>0){
      i--;
   }
   else{
      i>0;
      i=filteredNames.length-1;
   }
}
```

```
onEvent("btn.forward", "click", function( ) {
  next();
  //This will display the information on the output box.
  setText("mountain_info", "Mountain Name: " + filteredNames[i]
+ " Country: " +filteredCountry[i] + " Height: " +
filteredHeight[i] +" Coordinates: " + filteredCoordinates[i]);

});


onEvent("btn.backward", "click", function( ) {
  prev();
  //This will display the information on the output box.
  setText("mountain_info", "Mountain Name: " + filteredNames[i]
+ " Country: " +filteredCountry[i] + " Height: " +
filteredHeight[i] + " Coordinates: " + filteredCoordinates[i]);

});
onEvent("btn.info", "click", function( ) {
    console.log("btn.info clicked!");
});
onEvent("btn.pg2to1", "click", function( ) {
    console.log("btn.pg2to1 clicked!");
    home();
});
```