

```

//Defining Variables and Lists
var reminders =[];
var index = 0;
var remove;

updateScreen();

//When the addButton is clicked, the computer will run the code on
the inside. It will run the addButton();
//function then the updateScreen(); function. The addButton(); get
the texts from reminderInput and run
//the updateScreen Function.
onEvent("addButton", "click", function( ) {
    addButton();
    updateScreen();
});

//When the rightButton is clicked, the code on the inside will run.
The rightButton(); function will run,
//then the updateScreen(); function. For the rightButton(); function,
if the index is less than the length
//of the list - 1, then the screen moves to the right
onEvent("rightButton", "click", function () {
    rightButton();
    updateScreen();
});

//When the left button is clicked, the code on the inside will run.
The leftButton(); function will run,
//then the updateScreen(); function. For the leftButton(); function,
if the index is greater than 0 the
//computer will subtract 1 from the index number and move the screen
to the left.
onEvent("leftButton", "click", function () {
    leftButton();
    updateScreen();
});

//When the deleteButton is clicked, the code on the inside will run.
The deleteIndex(); function then the
//updateScreen will run. The deleteIndex allows the user to remove
any page in the reminder app.
onEvent("deleteButton", "click", function( ) {
    deleteIndex();
    updateScreen();
});

```

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});
```

```
//This function updates the app's screen with information that is
collected from the input. If the length
//of the list reminders is less than 1 then the screen will show,
"Add reminders!". Once the user types in
//their reminder and press the add button, the function will run
again, resulting in the else section to
//play out. The code means that the screen will show the reminder and
when another is added, the counter
//will increase by one when the page turns.
```

```
function updateScreen(){
  if (reminders.length < 1){
    setProperty("reminderOutput", "text", "Add reminders!");
  } else {
    setProperty("reminderOutput", "text", reminders[index]);
    setProperty("countOutput", "text", index + 1);
  }
}
```

```
//This function runs the boolean expression saying if the index is
less than 0 then the length of the
//list minus, then the code will add one to the index and the page
will increase to the right. This also
//prevent the pages continuously increasing.
```

```
function rightButton(){
  if (index < reminders.length - 1){
    index = index + 1;
  }
}
```

```
//This function runs the boolean expression saying if the index is
greater than 0 then the index will
//subtract 1 and the page will go back. This also prevent the pages
continuously decreasing.
```

```
function leftButton(){
  if (index > 0){
    index = index - 1;
  }
}
```

```
//This function get the input from the reminderInput, add it to the
reminders list and display the
//information.
```

```

function addButton(){
  appendItem(reminders, getText("reminderInput"));
  setProperty("reminderInput", "text", "");
}

//This function is an addition to the code. When the user wants to
remove a reminder they type in the white
//box what page and the code deletes it. The variable remove gets the
input of the number, then the computer
//removes whatever page number is typed in minus 1 so the computer
can know what index to remove. After that
//the boxes goes blank and the counter resets to the right number.
function deleteIndex(){

  remove = getText("deleteInput");
  removeItem(reminders, remove - 1);
  setProperty("deleteInput", "text", "");
  setProperty("countOutput", "text", index);
  leftButton();

}

//Error: The reminder counter increase without the page move.
//Solve: I changed the code from setProperty("countOutput", "text",
reminder.length); to
//setProperty("countOutput", "text", index + 1);. There was a problem
because the we needed the index number
//to increase when the page turned. Before everytime I added a new
reminder, the counter would increase
//because it is recording the length of the list.

```