var i:uint = 0;

var foreignList:Array = new Array("1", "2", "3", "4", "5");

var engList:Array = new Array("One", "Two", "Three", "Four", "Five");

goBox.addEventListener(MouseEvent.CLICK, go);

newRound();

function newRound(){

outputBox.text = foreignList[i];

}

function go(e:MouseEvent){

if (inputBox.text.toLowerCase() == engList[i].toLowerCase()){

trace("Correct!");

}else{

trace("Incorrect!");

}

i++

newRound();

}

* Set the inputBox text value to “” automatically, as unforeseen default values were causing verification issues
* Changed a lot of the format to make it clearer to read
* Added comments and more suitable variable names
* Set the whole code thus far into a single function, to be called upon when a button is clicked

btnFlashCards.addEventListener(MouseEvent.CLICK, startFlashCards);

function startFlashCards(e:MouseEvent){

goBox.addEventListener(MouseEvent.CLICK, go);

var round:int = -1;

//Output array

var foreignList:Array = new Array("1", "2", "3", "4", "5");

//Expected English response

var engList:Array = new Array("One", "Two", "Three", "Four", "Five");

inputBox.text = "";

newRound();

function newRound(){

round++

outputBox.text = foreignList[round];

}

function go(e:MouseEvent){

var inAnswer = inputBox.text.toLowerCase();

var correctAnswer = engList[round].toLowerCase();

if (inAnswer == correctAnswer){

trace("Correct!");

}else{

trace("Incorrect!");

}

newRound();

}

}

I then redesigned the basic elements of the code so that they utilize arrays, similar to the game’s final method of comparing input to corresponding expected output arrays.

I encountered an issue where the textboxes do not display every character which has been input. This is still under investigation.

var FCUI:Array = new Array(goBox, inputBox, outputBox, annotations);

btnFlashCards.addEventListener(MouseEvent.CLICK, startFlashCards);

UIVisibility(FCUI, false);

function UIVisibility(UISet:Array, booly:Boolean):void{

for (var i:uint = 0; i < UISet.length; i++){

UISet[i].visible = booly;

}

}

function startFlashCards(e:MouseEvent){

UIVisibility(FCUI, true);

btnFlashCards.removeEventListener(MouseEvent.CLICK, startFlashCards);

goBox.addEventListener(MouseEvent.CLICK, go);

var round:int = -1;

//Output array

var foreignList:Array = new Array("1", "2", "3", "4", "5");

//Expected English response

var engList:Array = new Array("One", "Two", "Three", "Four", "Five");

inputBox.textyTextIn.text = "";

newRound();

function newRound(){

round++

outputBox.textyTextOut.text = foreignList[round];

}

function go(e:MouseEvent){

var inAnswer = inputBox.textyTextIn.text.toLowerCase();

var correctAnswer = engList[round].toLowerCase();

if (inAnswer == correctAnswer){

trace("Correct!");

}else{

trace("Incorrect!");

}

newRound();

}

}