Leveling-Up!

We want the monster's level to increase by 1. That means we need to *add 1* to the monster's level. We can do this with the line:

```
level = level + 1
```

That sets the variable level to the value of the monster's current level, plus 1! Add that line underneath where it says `//YOUR CODE HERE`. This is what your `singButtonPressed` function should look like:

```
function singButtonPressed {
    if level > enemyLevel
    {
        for counter in 1...(level-enemyLevel)
        {
            singMove()
        }
    }
    else {
        level = level + 1
    }
}
```

Try beating the enemy monster!

Final Recap

Congratulations! You have beat the final and hardest monster!

Let's quickly summarize what you have learned today:

- **Variables**: an easy way to store information

- **Functions**: an easy way to reuse code or call code from other parts of the program

- **Handlers**: functions that are called when a specific event occurs

- **Libraries**: libraries store functions that someone else wrote for you

- **If-then-else statements**: alter the flow of the program based on different conditions

- **For-loops**: repeat the same chunk of code multiple times

These fundamentals are found in all programming languages. Your journey as a programmer has only just begun!