

# App Development Project Math

```
// homeScreen, user will have to click on the start button
onEvent("startBtn", "click", function( ) {
    setScreen("q1Screen");
});
// if user clicks on the wrong answer, then they will go to the lose screen, but if they get the
onEvent("q120Btn", "click", function( ) {
    setScreen("q2screen");
});
onEvent("q136Btn", "click", function( ) {
    setScreen("loseScreen");
    playSound("https://audio.code.org/failure3.mp3", false);
});
onEvent("q140Btn", "click", function( ) {
    setScreen("loseScreen");
    playSound("https://audio.code.org/failure3.mp3", false);
});
onEvent("q142Btn", "click", function( ) {
    setScreen("loseScreen");
    playSound("https://audio.code.org/failure3.mp3", false);
});
// just like the first question, if the user gets the question correct, then they will move on t
onEvent("q224Btn", "click", function( ) {
    setScreen("loseScreen");
    playSound("https://audio.code.org/failure3.mp3", false);
});
onEvent("q226Btn", "click", function( ) {
    setScreen("q3Screen");
});
onEvent("q248Btn", "click", function( ) {
    setScreen("loseScreen");
    playSound("https://audio.code.org/failure3.mp3", false);
});
onEvent("q252Btn", "click", function( ) {
    setScreen("loseScreen");
    playSound("https://audio.code.org/failure3.mp3", false);
});
// if the user gets the final question right, then have won the game, but if they get the questi
onEvent("q33Btn", "click", function( ) {
    setScreen("loseScreen");
    playSound("https://audio.code.org/failure3.mp3", false);
});
onEvent("q316Btn", "click", function( ) {
    setScreen("loseScreen");
    playSound("https://audio.code.org/failure3.mp3", false);
});
onEvent("q3-3Btn", "click", function( ) {
    setScreen("winScreen");
    playSound("https://audio.code.org/win3.mp3", false);
});
onEvent("q3-16Btn", "click", function( ) {
    setScreen("loseScreen");
});
```

```
53 |   playSound("https://audio.code.org/failure3.mp3", false);
54 | };
55 | // User will choose whether they want to play again
56 | onEvent("winPlayAgainBtn", "click", function( ) {
57 |   setScreen("homeScreen");
58 | });
59 | onEvent("losePlayAgain", "click", function( ) {
60 |   setScreen("homeScreen");
   | });
```

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