* Add number text next to each hole that only shows when that number’s game is called. Numbers like 1 can be used for multiple games.
* Add a main menu screen.
* Add multiple modes to the main menu screen
* Add help screen
* Within help screen add tutorial and add what each rule is.

Odd numbers

The odd numbers are all the numbers that exist that cannot be divided by 2.

EG 3 is an odd number as if you have 3 blocks you can’t split them into 2 piles of the same amount each. 4 is not an odd number as if you have 4 blocks you could split them into 2 piles of the same amount each.

Even numbers

The even numbers are all the numbers that exist that can be divided by 2.

EG 4 is an even number as if you have 4 blocks you can split them into 2 piles of the same amount each. 3 is not an even number as if you have 3 blocks you can’t split them into 2 piles of the same amount each.

Square numbers

Square numbers are numbers that have been made by multiplying a whole number by itself.

EG 4 is a square number as it can be made by multiplying a whole number by itself, in this case that number is 2 (2x2=4). 5 is not a square number as it cannot be made by multiplying a whole number by itself.

Prime numbers

“Prime numbers are numbers can only be divided by themselves and by 1 to get an answer that is a whole number.

EG 7 is a prime number as the only numbers that it can be divided by to make a whole number is 7 (itself) and by 1. 8 is not a prime number as it can be divided by 1, 2 4 and eight to make a whole number.

NOTE- 1 is not a prime number even though it seems to meet the requirements for a number to be a prime number. This is because a prime number must be able to divide by 2 numbers, itself and 1. The number 1 can only divide by 1 number as itself and 1 are the same thing.”

If help[1,2,3,4]

Test

Simplify