**1.1.6 Procedure**

3c. I noticed that it displays the number in descending order from the aggregator list

3d. It shows the order in descending order from the aggregator list. 1 by 1

3e. The Stepper shows what number it is on. The first number on the list is 1, next is 2, and so on

3f. The Walker shows the number that is in the number that the stepper is showing

6c. It shows the largest number on the list so far while moving down the list

6d. It shows the numbers in descending order from the list unless a higher number has been shown. It will show that number until a higher number is shown

6e. Record shows the highest number on the list

8. You would have to remove the delete all from aggregator command in the scripts

10a. It becomes true when the cat is clicked when its x factor is greater than 50

10b. Stop and start the game

12a. It becomes true if the cat is clicked when the x factor is greater than 50 and you press the Did I Win? Button

12b. Stop and start the game

13a. You could accomplish a task where you must click at a certain time to make a task happen

13b. You have to click when the arrow is in the green limits to win.

13e. The program is a game where a spaceship is going side to side in front of a red and green bar. The goal of the game is to raise the flag by clicking the spaceship while it is the green portion of the bar. When you click the spaceship at the right time, the spaceship will say, “YOU WON!” and the flag will be raised.

1.1.6 Conclusion Questions

1. The stepper is the show the number of a variable from a list that is being broadcasted. The walker is to show what variable is being broadcasted on said list. The Best-So-Far is to show the largest variable on the list

2. An application that I think uses the best so far role is most games where there is a leaderboard. It shows the greatest score for everyone to see

LINK TO PROGRAM: https://scratch.mit.edu/projects/120215295/