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when Screen1.Initialize
do set barGraphData2D . Colors to [make a list]
set pieChart2D . Colors to [make a list]

initialize global happyButtonTotal to 0
initialize global angryButtonTotal to 0
initialize global sadButtonTotal to 0

when happyButton . Click
do set global happyButtonTotal to [get global happyButtonTotal] + 1
call updateCharts

when angryButton . Click
do set global angryButtonTotal to [get global angryButtonTotal] + 1
call updateCharts

when sadButton . Click
do set global sadButtonTotal to [get global sadButtonTotal] + 1
call updateCharts

when resetButton . Click
do call barGraphData2D . Clear
call pieChart2D . Clear
set global happyButtonTotal to 0
set global angryButtonTotal to 0
set global sadButtonTotal to 0

@to updateCharts
do call barGraphData2D . Clear
call barGraphData2D . ImportFromList
list [make a list [1 [get global happyButtonTotal], 2 [get global angryButtonTotal], 3 [get global sadButtonTotal]]]
call pieChart2D . Clear
call pieChart2D . ImportFromList
list [make a list [* Happy * [get global happyButtonTotal], * Angry * [get global angryButtonTotal], * Sad * [get global sadButtonTotal]]]

```

