

```

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
  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
  make a list
  Happy
  get global happyButtonTotal
  Angry
  get global angryButtonTotal
  Sad
  get global sadButtonTotal

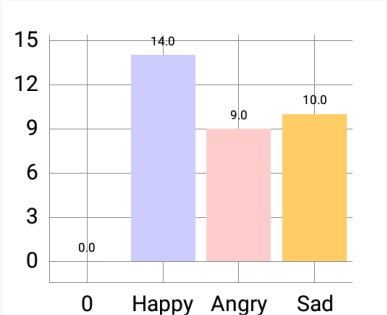
```

How Are You Feeling? ⋮

Happy

Angry

Sad



Reset