

Poke the Pig!

Switch to Design Mode:

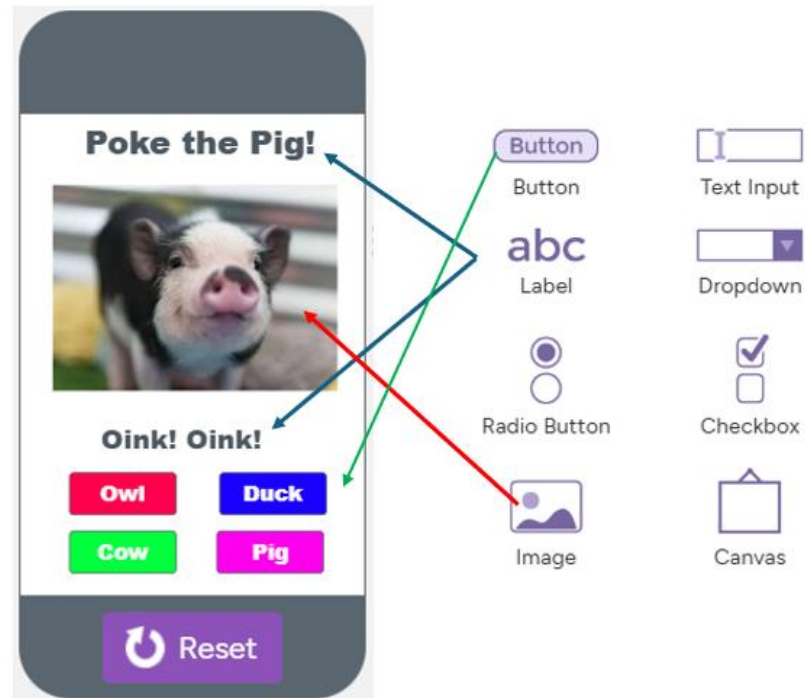


Make this screen:

It has

- 2 Labels,
- 4 Buttons
- 1 Image

You will also need jpgs for the Owl, Cow and Duck, but you don't need to drag and image widget onto the screen for them.

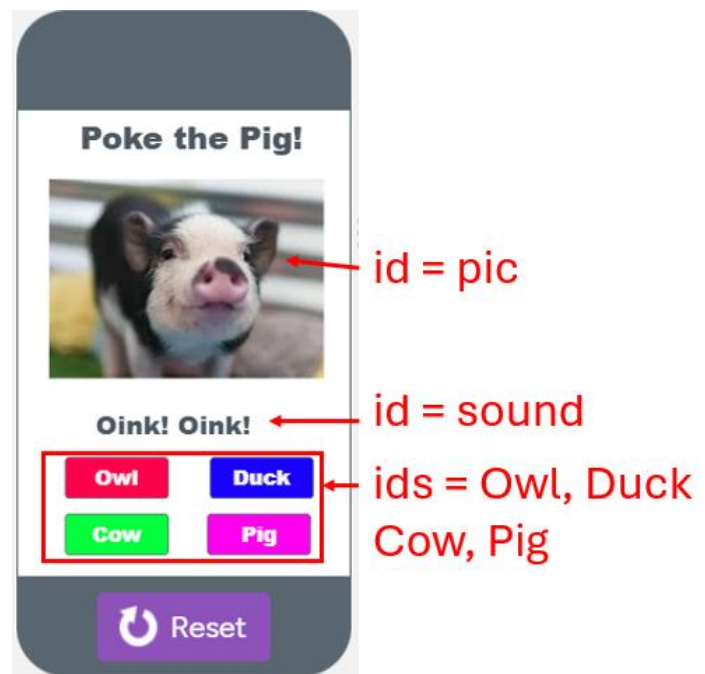


Make sure that the ids are changed as shown.

All buttons must have meaningful ids.

The two things that change: the picture and the sound label should have meaningful ids too.

This will make the code more meaningful.



Switch to code mode:

Code Design Data

This is the code for the Cow button:

```
1  onEvent(▼ "Cow", ▼ "click", function(●) {
2      playSound(▼ "sound://category_animals/cow.mp3", ▼ false); ↵
3      setText(▼ "sound", "Moooooooooo");
4      setImageURL(▼ "pic", ▼ "cow.jpg");
5  } );
```

Run your program and see if it works.

Then, try the Pig button. This will set your code back to a pig.

```
6  onEvent(▼ "Pig", ▼ "click", function(●) {
7      playSound(▼ "sound://category_animals/pig.mp3", ▼ false); ↵
8      setText(▼ "sound", "Oink Oink");
9      setImageURL(▼ "pic", ▼ "pig.jpg");
10 }
```

Then, add the code for the Duck button and the Owl button yourself.