

The Something Something

No files are required for this program.

Design

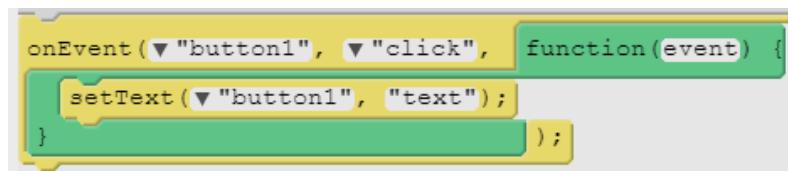
- Make this screen.
- I left each button id as the default (button1, button2, button3).
- I started by making button1, adjusting the size and colour and making it wider. Then I used the duplicate button to quickly make the other buttons the same dimension.



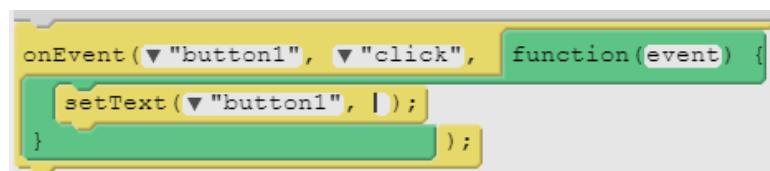
- Make sure that you add the title and the instruction so your program is user friendly.
- Change each button to be a different colour.

Code

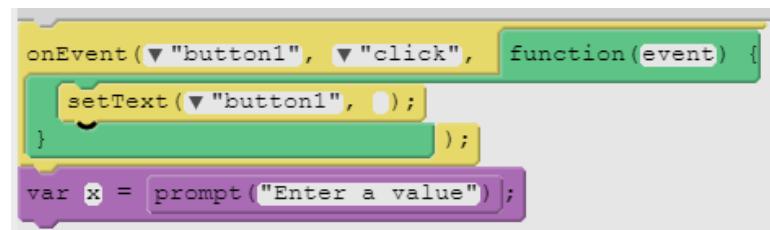
- Start with an onEvent button and the setText inside it.



- Delete out the “text” – including the quotations.



- From the variable tab, pull over the var x = prompt("Enter a value"). We aren't going to keep it, so don't bother putting it in the block.



- Pull out the prompt("Enter a value") piece and put it in the setText button.

```

onEvent(▼ "button1", ▼ "click", function(event) {
    setText(▼ "button1", prompt("Enter a value"));
})
var x = 0;

```

- Delete the rest of the purple block by dragging it off the screen.
- Change the text in the prompt to be: "Enter either 'A' or 'The':"

```

onEvent(▼ "button1", ▼ "click", function(event) {
    setText(▼ "button1", prompt("Enter either 'A' or 'The':"));
})

```

- Make similar blocks for the other buttons: (Feel free to select your own words)

The	"Enter either 'A' or 'The':"
Big	"Enter either 'Big' or 'Furry' or 'Smelly':"
Frog	"Enter either 'Frog' or 'Turnip' or 'Boy':"
Hopped	"Enter either 'Hopped' or 'Jumped' or 'Ran':"
Over	"Enter either 'Near' or 'Under' or 'Next to':"
The	"Enter either 'A' or 'The':"
Log	"Enter either 'Elephant' or 'Log' or 'School':"

Run Time

- When you click on the button, a dialog box appears. Enter the data and the button's text will change.

