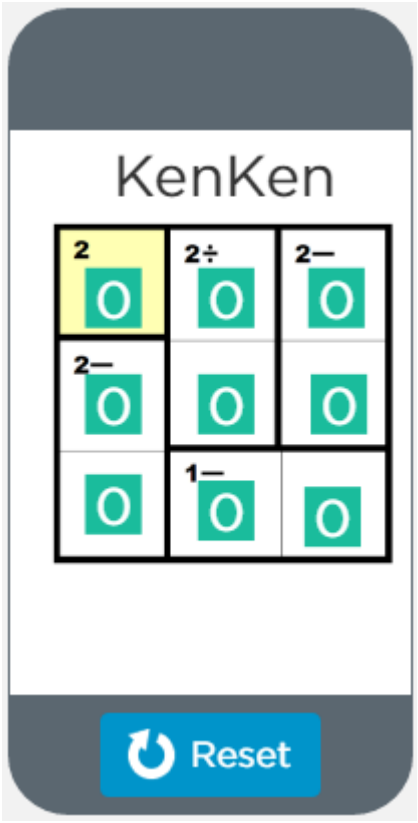
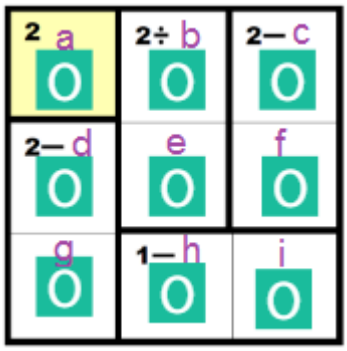


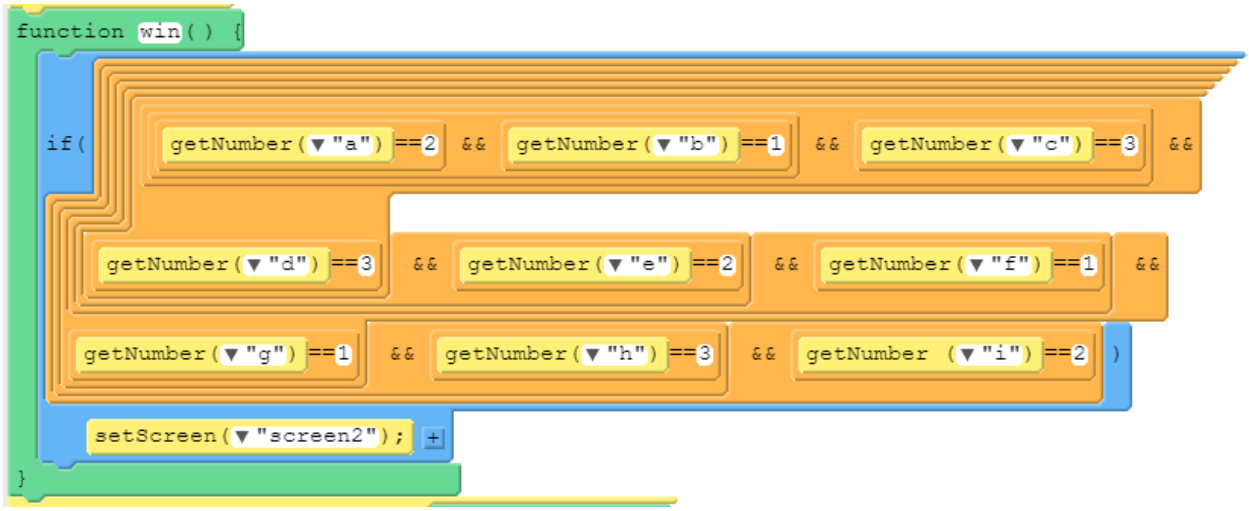
KenKen

Make these two screens.

The blue blocks are buttons. Name them as we named the X and O's buttons. (a through i).



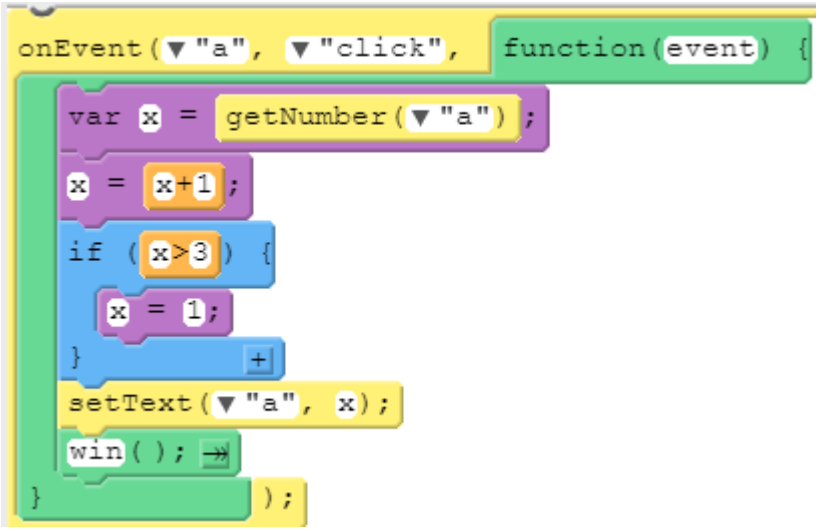
First make the win method. Cut and paste in the code shown below to make these blocks:




```
function win() {
  if(getNumber("a")==2 && getNumber("b")==1 && getNumber("c")==3 &&
  getNumber("d")==3 && getNumber("e")==2 && getNumber("f")==1 &&
  getNumber("g")==1 && getNumber("h")==3 && getNumber ("i")==2)
     setScreen("screen2");
}
```

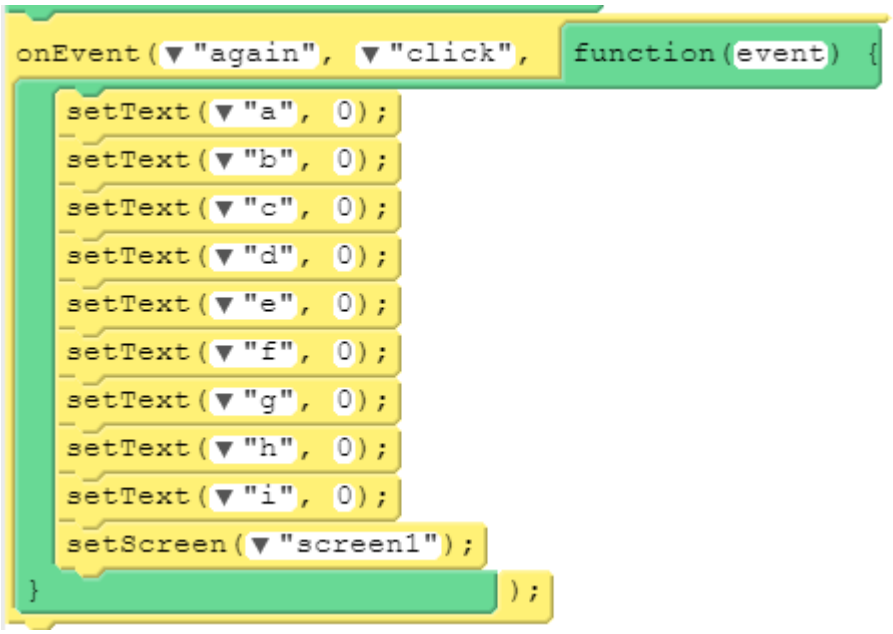
2 2	2÷ 1	2− 3
2− 3	2	1
1	1− 3	2

Then, make each button rotate between 1, 2 and 3.



Repeat this code for each of the nine buttons.

Code the again button to set each button back to zero and switch the screen.



Bonus:

- Make an additional screen.