

# Picture Sudoku

First download the pictures.



- Start with back.png.
- Then, add many images on top (I used the dimensions 65x65, and then duplicated them) to make the following screen.
- Name the images a, c, e and so on as shown in the picture.

**Sudoku**

Fill the grid so that each row, column and 4-square box contains one of each sea-creatures.

?		
?	?	?
?	?	?
?		
<b>Check</b>	<b>Reset</b>	<b>Reset</b>



Then, set up your variables. You need one for each of the above buttons.

```
var a = 0;
var c = 0;
var e = 0;
var f = 0;
var h = 0;
var i = 0;
var j = 0;
var k = 0;
var l = 0;
var m = 0;
var p = 0;
```

To make the a button change, you need the following code:

```
onEvent("a", "click", function(event) {
    a++;
    if(a>4){
        a=1;
    }
    setImageURL("a", "b"+a+".png");
});
```

C and E are similar:

```
onEvent("c", "click", function(event) {
    c++;
    if(c>4){
        c=1;
    }
    setImageURL("c", "b"+c+".png");
});
```

```
onEvent("e", "click", function(event) {
    e++;
    if(e>4){
        e=1;
    }
    setImageURL("e", "b"+e+".png");
});
```

Continue this for all 11 of the buttons that need to change.

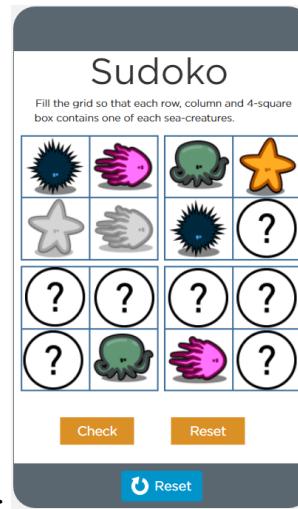
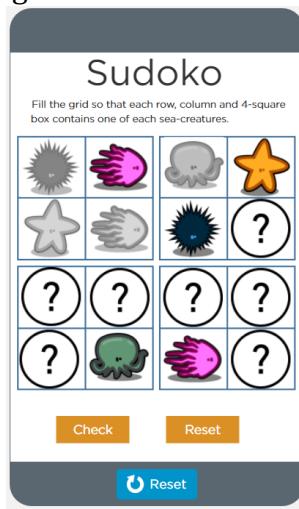
The reset button, starts the game over again.

- Set all of the variables back to 0.
- Set all of the changing pictures back to a ?

```
onEvent("Reset", "click", function(event) {  
    a=0;  
    c=0;  
    e=0;  
    f=0;  
    h=0;  
    i=0;  
    j=0;  
    k=0;  
    l=0;  
    m=0;  
    p=0;  
  
    setImageURL("a", "b0.png");  
    setImageURL("c", "b0.png");  
    setImageURL("e", "b0.png");  
    setImageURL("f", "b0.png");  
    setImageURL("h", "b0.png");  
    setImageURL("i", "b0.png");  
    setImageURL("j", "b0.png");  
    setImageURL("k", "b0.png");  
    setImageURL("l", "b0.png");  
    setImageURL("m", "b0.png");  
    setImageURL("p", "b0.png");  
});});
```

The check button sees if the code is complete.

It also changes the images to become coloured-in if they are in the correct location.



after checked >

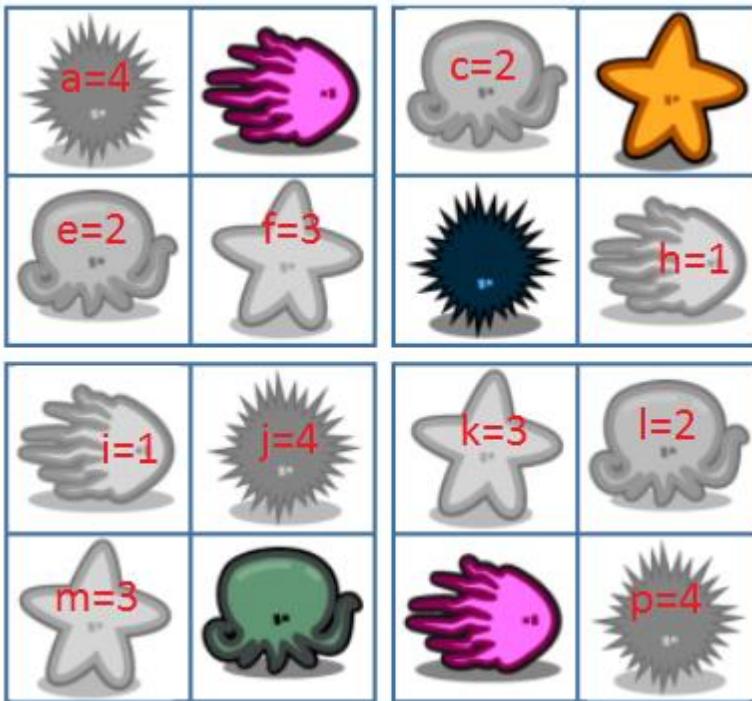
```

onEvent("Check", "click", function(event) {
    var done = 0;
    if(a==4){
        done++;
        setImageURL("a", "c4.png");
    }
    if(c==2){
        done++;
        setImageURL("c", "c2.png");
    }
    if(e==2){
        done++;
        setImageURL("e", "c2.png");
    }
    if(done==11){
        setText("Sudoku", "You Win!");
    }
});

```

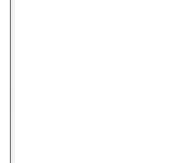
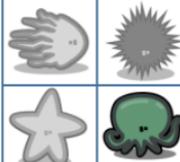
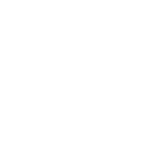
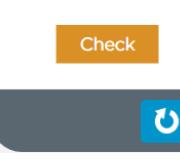
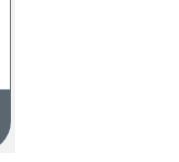
← Other 8 images here.

The answer is here to help you determine the correct picture places for the other locations:



## Sudoku

Fill the grid so that each row, column and 4-square box contains one of each sea-creatures.

**Check**    **Reset**

**Reset**