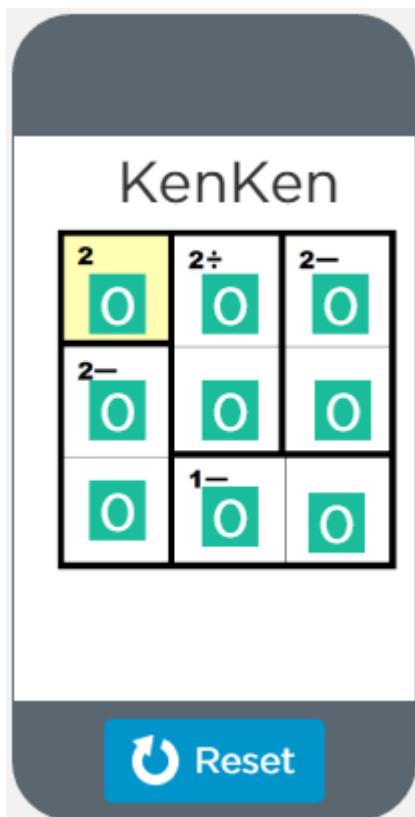
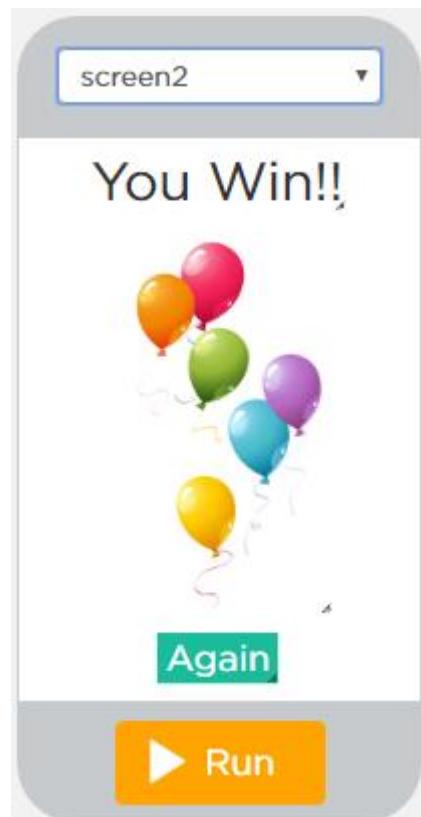
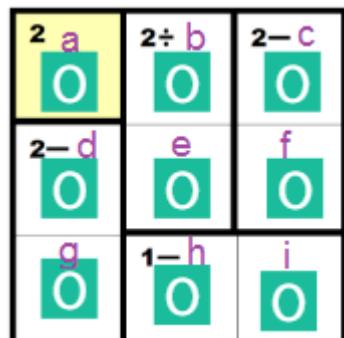


# KenKen

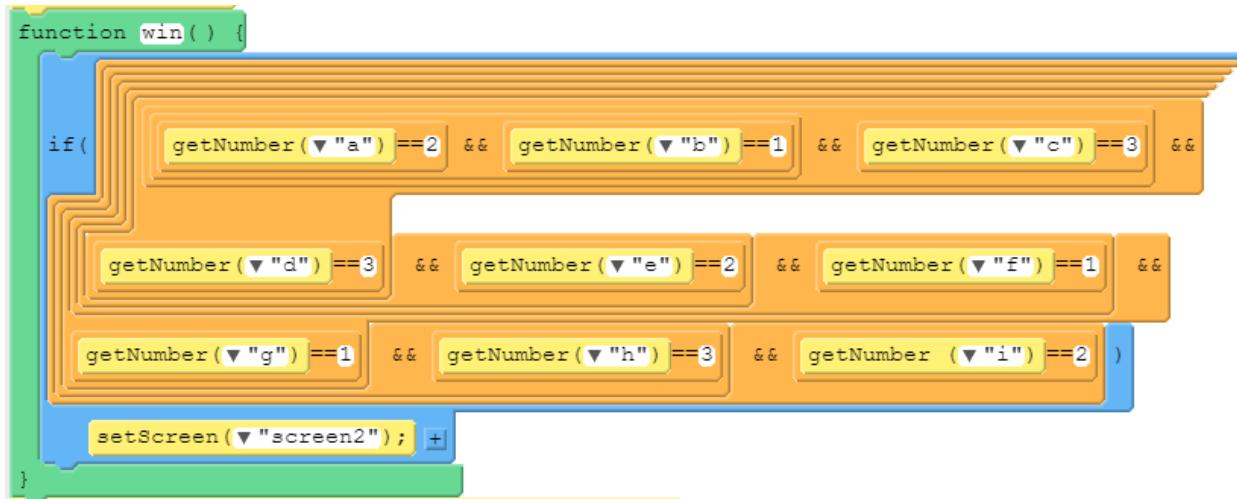


Make these two screens.

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:



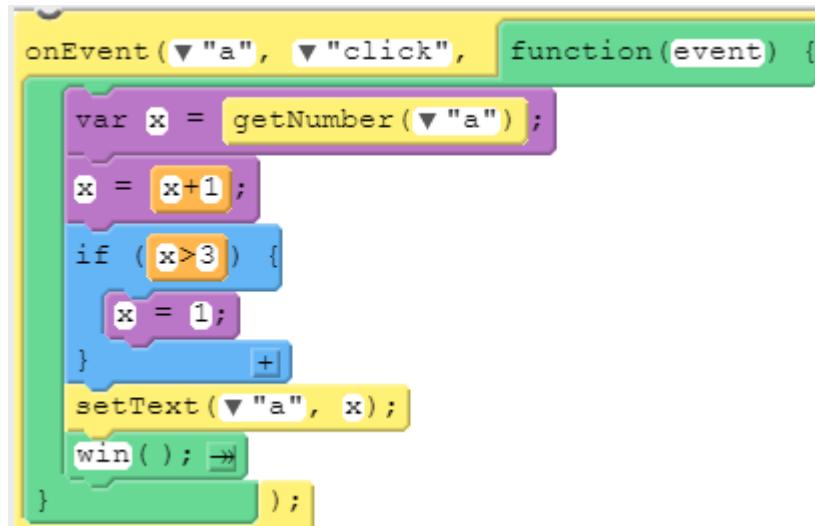
```

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");
}

```

<b>2</b>	<b>2÷</b>	<b>2-</b>
<b>2</b>	<b>1</b>	<b>3</b>
<b>2-</b>	<b>2</b>	<b>1</b>
<b>3</b>	<b>1-</b>	<b>2</b>
<b>1</b>	<b>3</b>	<b>2</b>

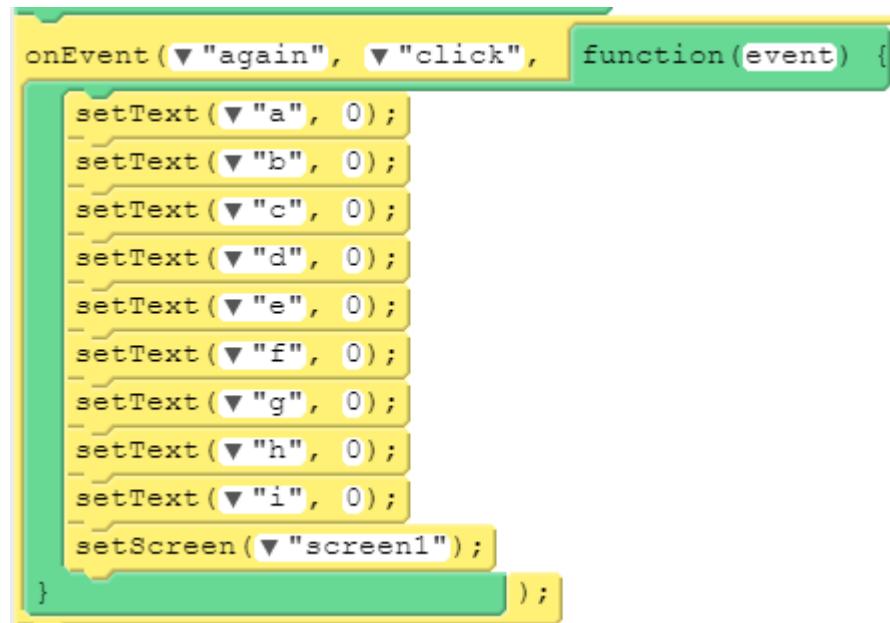
Then, make each button rotate between 1, 2 and 3.



```
onEvent(▼ "a", ▼ "click", function(event) {
    var x = getNumber(▼ "a");
    x = x+1;
    if (x>3) {
        x = 1;
    }
    setText(▼ "a", x);
    win();
})
```

Repeat this code for each of the nine buttons.

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



```
onEvent(▼ "again", ▼ "click", function(event) {
    setText(▼ "a", 0);
    setText(▼ "b", 0);
    setText(▼ "c", 0);
    setText(▼ "d", 0);
    setText(▼ "e", 0);
    setText(▼ "f", 0);
    setText(▼ "g", 0);
    setText(▼ "h", 0);
    setText(▼ "i", 0);
    setScreen(▼ "screen1");
})
```

## Bonus:

- Make an additional screen.