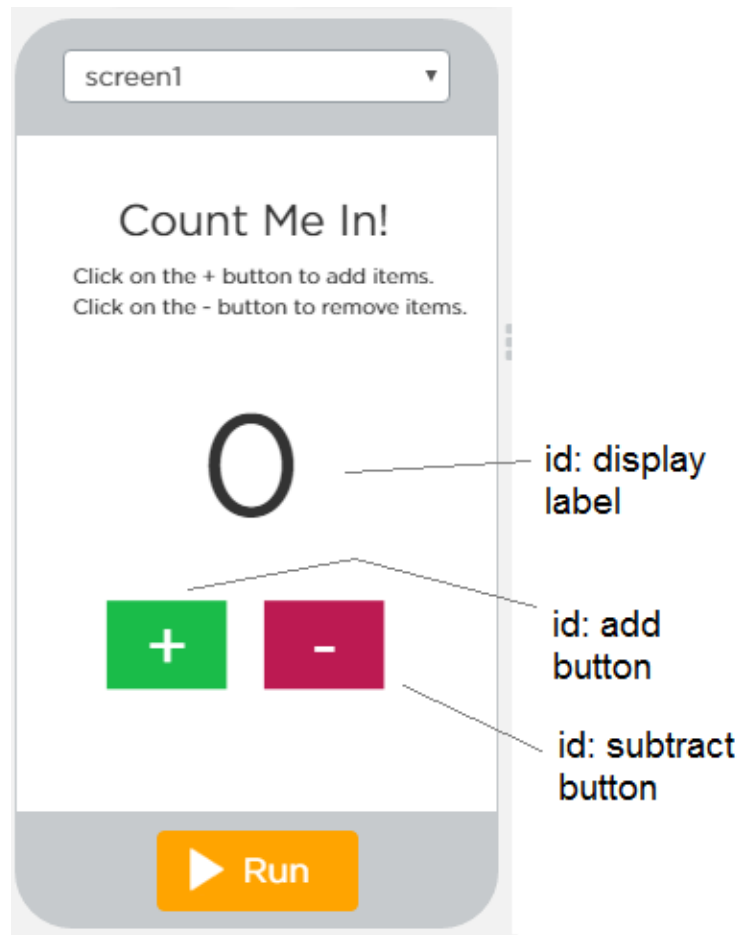# A4 Count Me In
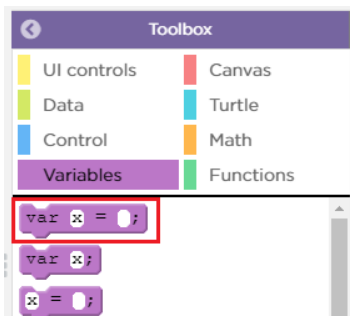
Design:

Create this screen:

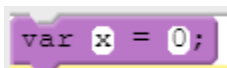## Code:

Go to the variable tools.

Drag over the var x = _____; block.

This block is going to hold the number that appear on the screen and track it for us.

Put a zero in it. (because that is the starting value on the screen).

Create an onEvent for the add button.

```
onEvent(▼ "add", ▼ "click", function(event) {

}
);
```

In that button, we need to add one to x AND to show it on the screen.

To add one to x, we need to first a purple block with x = ___.

```
onEvent(▼ "add", ▼ "click", function(event) {
  x = ◯;
}
);
```

Then, we need to look in the math blocks to find an adding block. `◯ + ◯`

```
onEvent(▼ "add", ▼ "click", function(event) {
  x = ◯ + ◯;
}
);
```

Type in x and 1. This will add one to x.

```
onEvent(▼ "add", ▼ "click", function(event) {
  x = x + 1;
}
);
```

Now, we need to display the new value of x on the screen. We will mutate the display widget and set it's text.

```
onEvent(▼ "add", ▼ "click", function(event) {
  x = x + 1;
  setText(▼ "display", x);
}
);
```

Run your app. Did it add one to your screen? Hopefully, yes.

Now, add the code in for the subtract button. You do not need a new variable. X is fine. You only need to add a new onEvent block.

Show Ms. Gorski when you are done.