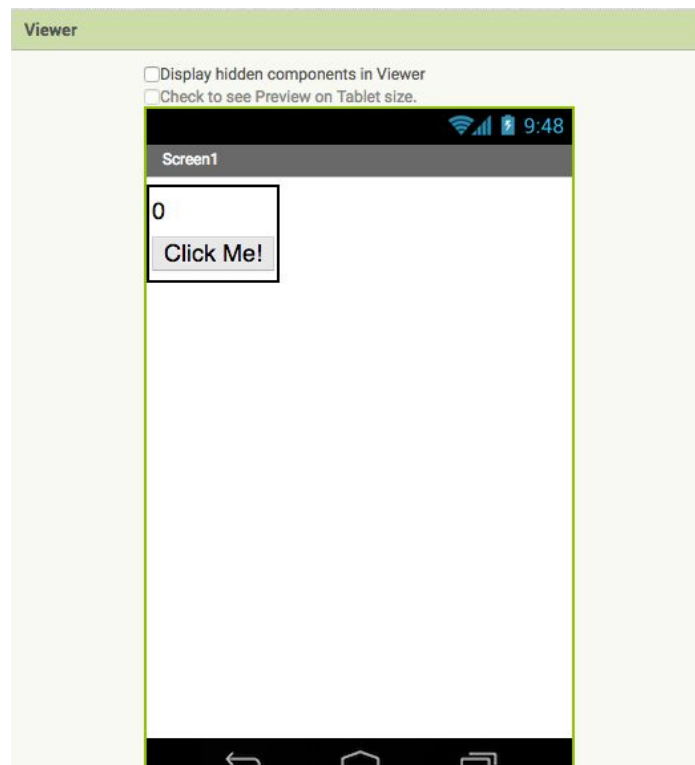# Example Program 1: Click Counter

With this example app, we'll learn how to use buttons to control a counter, and how to update a label to show our count

Show students how to sign in to App Inventor.
Show students how to start a new project.
Explain the Designer view.

Put a Label and a Button in a Vertical Arrangement. Update the Label and Button text to match the image below.

Go to the Blocks view. Show students how to go back and forth between Designer and Blocks.
Use the *Variables* slide to introduce variables.
Show students how to create a new variable in App Inventor.
Explain how App Inventor uses get and set to manipulate variables.
Show students the Blocks available for Buttons, Labels and Variables.
Ask them to help create the code below:

Viewer

```
initialize global i to 0

when Button1 .Click
do   set global i to       get global i  +  1
     set Label1 . Text  to      get global i
```

What if I want the label to count to 10 and then start over?
Show the students conditionals.
Ask them to help write the code below:

```
initialize global i to 0

when Button1 .Click
do   set global i to       get global i  +  1
     if       get global i  = 11
     then   set global i to 0
     set Label1 . Text  to      get global i
```