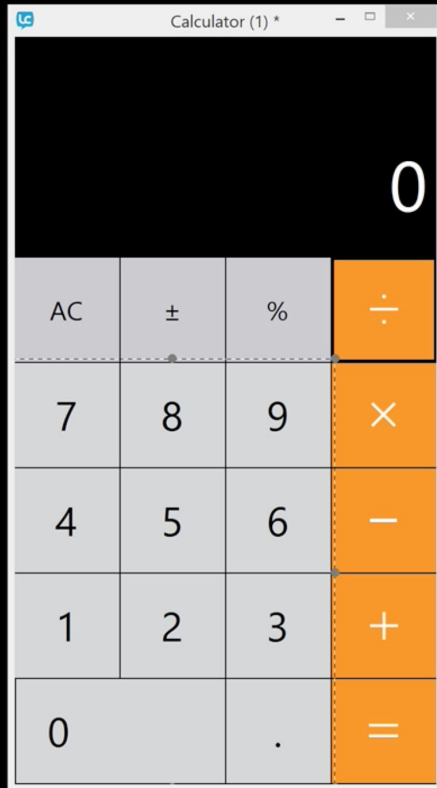# Group the Number Buttons

We have seen with the operator buttons that grouping controls can help reduce the amount of code we need to write.

The number buttons in this app have the same functionality, so lets group those buttons too:

- In edit mode, select buttons 0 - 9 and button "."
- Select "Group" in the toolbar
- Open the Property Inspector of the group (Object menu → Object Inspector)
- Name the group "numbers"

Now we have our second group! Lets add some code to the group script to add functionality to the numbers buttons.

Add the Group Code

Open the Script Editor of the **numbers** group:

- select the group in edit mode
- select "Object Script" from the object menu
- add the code on the right

When a number button is clicked, we call the command **numberPressed** and pass the short name of the button that was clicked as a parameter.

On the next slide we will define the **numberPressed** command.

```
on mouseUp

  numberPressed the short name of the target

end mouseUp
```

The numberPressed Command

In the card script (Object menu → Card Script), define a command **numberPressed**. The command takes a parameter **pNumber**, and it places it in the calculator display.

By using the after keyword, we display **pNumber** after anything that is already being displayed in the field. For example, if the field is already displaying "123" and we put 4 **after** then the display changes to "1234"

```
command numberPressed pNumber

  put pNumber after field "display"

end numberPressed
```

Test Numbers

Using the tools palette, switch to run mode and test the code you have just added.

Click on the number buttons in your app and see how the display changes.