

# Clearing the Display

Now we can enter buttons, we want to be able to clear the display.

First, we will define a command **clearPressed** in the card script. So open the Script Editor for the card and add the code on the right.

When the user clicks on the clear button, we want to clear the display. On a calculator the display is never empty, but rather it displays a zero when it is cleared.

Notice that now we are using the **into** keyword. This is because we want to change the whole contents of the display.

```
command clearPressed
```

```
  put 0 into field "display"
```

```
end clearPressed
```

# Code the Clear Button

Now we want to call the command that we just defined when the user clicks on the clear button.

Open the Script Editor for button **clear** and define a **mouseUp** handler that calls the **clearPressed** command. This command does not need any parameters.

Switch to run mode again, and test pressing the **clear** button.

```
on mouseUp
```

```
    clearPressed
```

```
end mouseUp
```