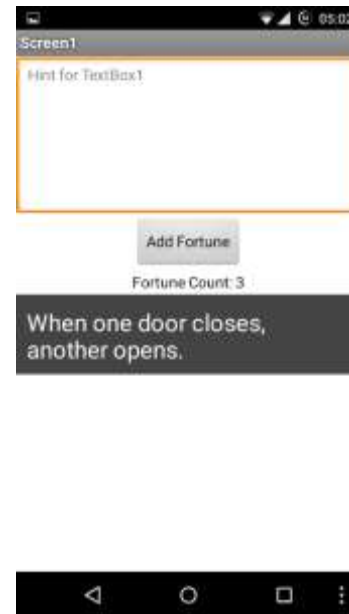


Today you will be tasked with making an app that uses the concepts you learned during the lecture.

The App is Simple:

- Press the button to get a random Fortune from a List of fortunes
- The user can add new Fortunes to the app



## Specifications

- This app will involve the following components:
  - TextBox
  - AddFortuneButton
  - FortuneCountLabel
  - ReadFortuneButton
  - Notifier
- Create a list with three fortunes. You can google the fortunes or come up with your own.
- Upon clicking the Read fortune Button, use the Notifier to show an alert with a random fortune from the list
- To add a new fortune, the user must enter a fortune into the text field. When the AddFortuneButton is clicked, the entered fortune is added to the Fortune list
  - If the text field is empty, the fortune is not added to the list.
  - Clear the text field after a new fortune is added.
- Whenever the user adds a fortune to the list, you will have to update the Fortune Count.
  - You will have to use a join block.
  - You can either use a variable, or use the "length of list" block.
- Make sure you set the Fortune Count label when the app starts (the length of the list).