

Scratch script (Screen1 - Initialize):

```

when Screen1 - Initialize
do
  set BarData - .Colors - to [white v]
  make a list [ ]
  set PieData - Colors - to [white v]
  make a list [ ]
end

initialize global [happyButtonTotal] to [0]
initialize global [angryButtonTotal] to [0]
initialize global [sadButtonTotal] to [0]

when happyButton - Click
do
  set global [happyButtonTotal] to [get global [happyButtonTotal] + 1]
  call [UpdateChart v]
end

when angryButton - Click
do
  set global [angryButtonTotal] to [get global [angryButtonTotal] + 1]
  call [UpdateChart v]
end

when sadButton - Click
do
  set global [sadButtonTotal] to [get global [sadButtonTotal] + 1]
  call [UpdateChart v]
end

when resetButton - Click
do
  call [BarData - Clear v]
  call [PieData - Clear v]
  set global [happyButtonTotal] to [0]
  set global [angryButtonTotal] to [0]
  set global [sadButtonTotal] to [0]
end

```

Scratch script (to UpdateChart):

```

do
  call [BarData - Clear v]
  call [BarData - ImportFromList v]
  list [ ]
  make a list [1]
  get [global [happyButtonTotal]] v
  make a list [2]
  get [global [angryButtonTotal]] v
  make a list [3]
  get [global [sadButtonTotal]] v
end

call [PieData - Clear v]
call [PieData - ImportFromList v]
list [ ]
make a list [Happy]
get [global [happyButtonTotal]] v
make a list [Angry]
get [global [angryButtonTotal]] v
make a list [Sad]
get [global [sadButtonTotal]] v

```

