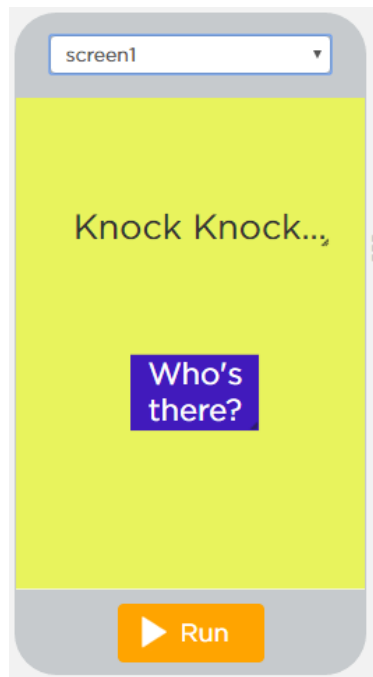


# A3 Knock Knock

This project has no files required.

## Design Mode

Start in design mode with a screen.

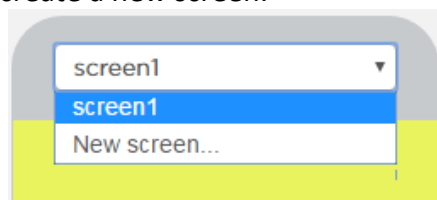


screen1's background colour was changed.

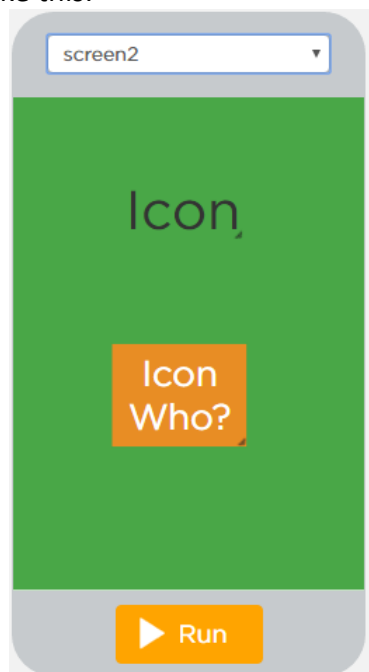
a label,  
the id is "label1",  
the font is 32 pts

a button,  
the id is "button1".  
the font is 28 pts.

Pull down the screen name to create a new screen.



Screen 2 is set up like this:



screen2 also has  
it's background changed.

a label,  
its id is "label2"  
its font is 32 pts.

a button,  
its id is "button2"  
its font is 28 pts.

Screen 3 is set up like this:



### Open the Code Editor.

For each button, we need an onClick even that leads you to the next screen. Note that the button number is one less than the screen it is called, except for button 3. That wraps around to the beginning.

```
1  onEvent (▼ "button1", ▼ "click", function (event) {
2    setScreen (▼ "screen2" );
3  });
4  //
5  onEvent (▼ "button2", ▼ "click", function (event) {
6    setScreen (▼ "screen3" );
7  });
8  //
9  onEvent (▼ "button3", ▼ "click", function (event) {
10   setScreen (▼ "screen1" );
11  });
```

Run.

Show Ms. Gorski when you are done.