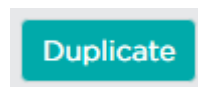


# The Something Something

No files are required for this program.

## Design

- Make this screen.
- I left each button id as the default (button1, button2, button3).
- I started by making button1, adjusting the size and colour and making it wider. Then I used the duplicate button to quickly make the other buttons the same dimension.



- Make sure that you add the title and the instruction so your program is user friendly.
- Change each button to be a different colour.



## Code

- Start with an onEvent button and the setText inside it.

```
onEvent (▼ "button1", ▼ "click", function (event) {  
  setText (▼ "button1", "text");  
});
```

- Delete out the "text" – including the quotations.

```
onEvent (▼ "button1", ▼ "click", function (event) {  
  setText (▼ "button1", |);  
});
```

- From the variable tab, pull over the var x = prompt("Enter a value"). We aren't going to keep it, so don't bother putting it in the block.

```
onEvent (▼ "button1", ▼ "click", function (event) {  
  setText (▼ "button1", |);  
});  
var x = prompt ("Enter a value");
```

- Pull out the prompt("Enter a value") piece and put it in the setText button.

```

onEvent (▼ "button1", ▼ "click", function(event) {
  setText (▼ "button1", prompt ("Enter a value"));
});
var x = 0;

```

- Delete the rest of the purple block by dragging it off the screen.
- Change the text in the prompt to be: "Enter either 'A' or 'The':"

```

onEvent (▼ "button1", ▼ "click", function(event) {
  setText (▼ "button1", prompt ("Enter either 'A' or 'The':"));
});

```

- Make similar blocks for the other buttons: (Feel free to select your own words)

|        |   |
|--------|---|
| The    | "Enter either 'A' or 'The':"                    |
| Big    | "Enter either 'Big' or 'Furry' or 'Smelly':"    |
| Frog   | "Enter either 'Frog' or 'Turnip' or 'Boy':"     |
| Hopped | "Enter either 'Hopped' or 'Jumped' or 'Ran':"   |
| Over   | "Enter either 'Near' or 'Under' or 'Next to':"  |
| The    | "Enter either 'A' or 'The':"                    |
| Log    | "Enter either 'Elephant' or 'Log' or 'School':" |

## Run Time

- When you click on the button, a dialog box appears. Enter the data and the button's text will change.

