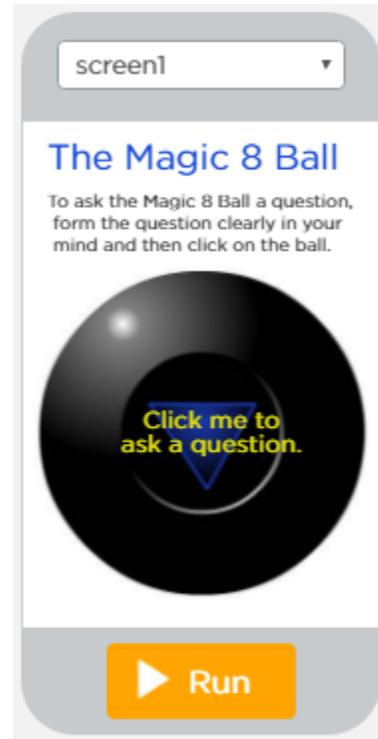# A2: Magic 8 Ball

This assignment asks you to write a program that replicates the classic Magic 8 Ball toy from the 1960's. Your program (like the original 8 Ball) will not really pay any attention to the user's question—it will simply take the question and discard it. Then it always gives one of several "canned" answers. The original Magic 8 Ball had the answers printed on the sides of two eight sided dice.

Make this screen.

The image is named *eightBall*.

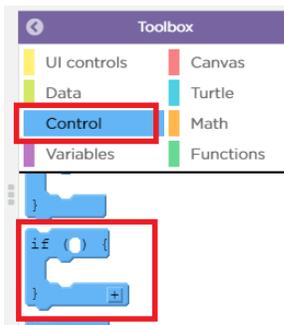There is a label on top of it (that says: Click me to ask a question), this is named *answer*

Make an onEvent for the image:

```
onEvent( ▼ "eightBall", ▼ "click", function(event) {

}
);
```

Create a variable. Make it have a random number between 1 and 8.

```
var x = randomNumber(1, 8);
```
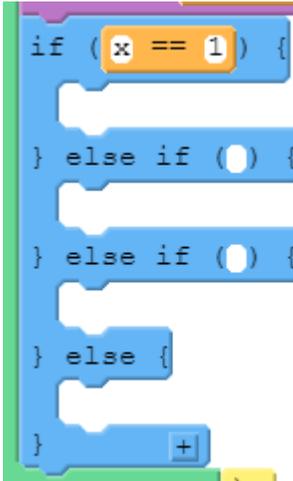
Choose an if block.

Drag in an math block, set x ==1.

if (x == 1) {

}

Hit the little + sign to add a clause:

if (x == 1) {

} +
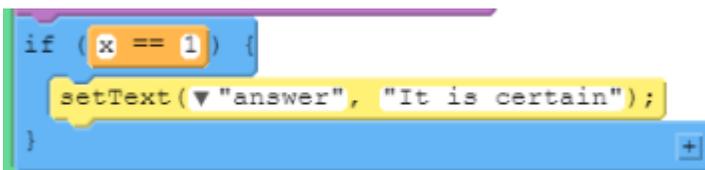
The more times you click +, the more clauses you add:

if (x == 1) {

} else if ( ) {

} else if ( ) {

} else {

} +

You need 8 clauses in total. One will be an if, 6 will be else ifs and one will be an else.

Each one needs a different Magic 8 Ball statement.

if (x == 1) {
    setText(▼ "answer", "It is certain");
} +

The original 16 answers to go in your if statements are (choose 8):

1. outlook not so good
2. don't count on it
3. my sources say no
4. without a doubt
5. reply hazy, try again
6. it is certain
7. my reply is no
8. as I see it yes
9. most likely
10. you may rely on it
11. cannot predict now
12. outlook good
13. better not tell you now
14. very doubtful
15. yes definitely
16. concentrate and ask again

Run it. You may notice a problem: If they click on the answer lable directly, the answer won't change. Let's handle that now.

Make a new onEvent for the image.

Switch to text mode and cut and paste the if from the eightBall's onEvent into the answer's onEvent.

Be careful of the brackets.