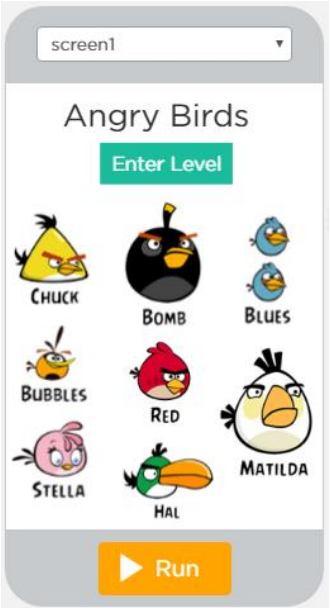
A3: Angry Birds

This program asks the user for a level in Angry Birds and then shows you which birds appear on that level.

First, make this screen. The birds are all individual images that are named with their names. For example, Chuck's image is named Chuck.



Inside the button's onEvent block, make a prompt that asks the level.

```
var lvl = promptNum("Enter a level: ");
```

Then, there will be a series of if blocks, one for each bird. If the level is one where the bird is seen, it will be shown. If not, it will be hidden. This is for "bomb".

```
if ( lvl>3 && lvl<10 ) {
  showElement( "bomb");
} else {
  hideElement( "bomb");
}
```

Here are the rules for the remaining birds:

Bird	Levels Where it Appears
Blues	Over 17
Bomb	Under or equal to 17
Bubbles	Not level 17
Chuck	Between level 5 and 25
Hal	Under 6 or over 20
Matilda	Between level 25 and 50
Red	Not level 12 and not level 18
Stella	Under 10 or over 30