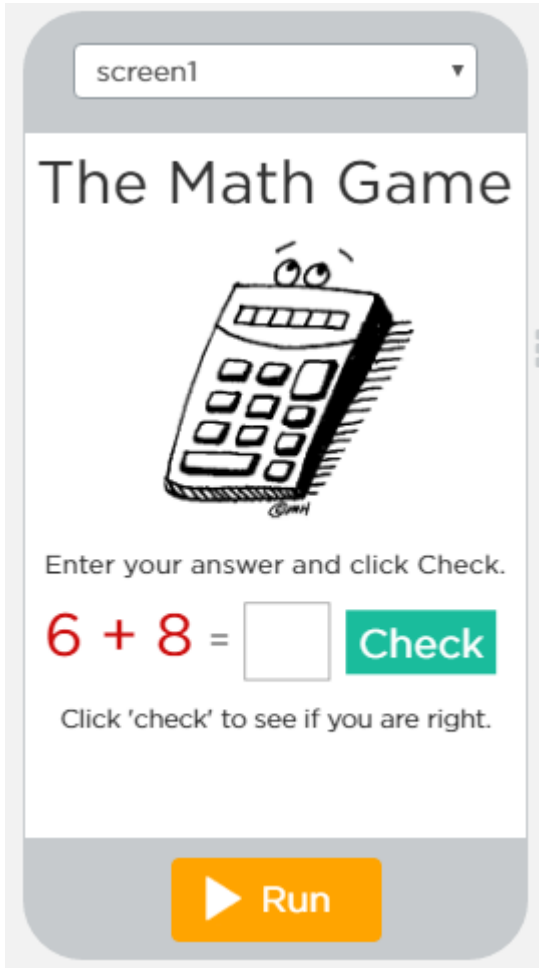


# B2 Math Questions



Make this screen.  
Note the id renaming.

Widget	Information
6 + 8	Label. Id is <b>ques</b>
=	Label.
<input type="text"/>	TextInput. Id is <b>answer</b>
Check	Button. Id is <b>check</b>
Click 'check' to see if you are right.	Label. Id is <b>response</b>

Make two variables outside all the events to track the question:

```
var x = 6;  
var y = 8;
```

Start by getting the user's answer from the textinput box.

```
var ans = getNumber(▼"answer");
```

Then, check if the answer is right:

```
onEvent(▼"check", ▼"click", function(event) {  
  var ans = getNumber(▼"answer");  
  if (ans == x+y) { if right...  
    setText(▼"response", "You got it right! New question.");  
  } else { else (it must be wrong)  
    setText(▼"response", "That's not right. Try again.");  
  }  
});
```

Check that it works.


As well, in the “right” section, we need to make a new question and show it.

```
x = randomNumber(2, 9);  
y = randomNumber(2, 9);  
setText(▼ "ques", x + " + " + y);
```

Check that it works.

You may notice that the textInput box retains the old answer and you have to delete it out each time. This is annoying. Clear it out for your user.

```
setText(▼ "answer", "");
```

 no space.  
right next to each other

To do this, you set the Text in the answer textInput to be nothing as shown above.

Check it works.

### **Bonus:**

You can add a score pretty easily. Track the number the user gets right and wrong and show it on the screen.