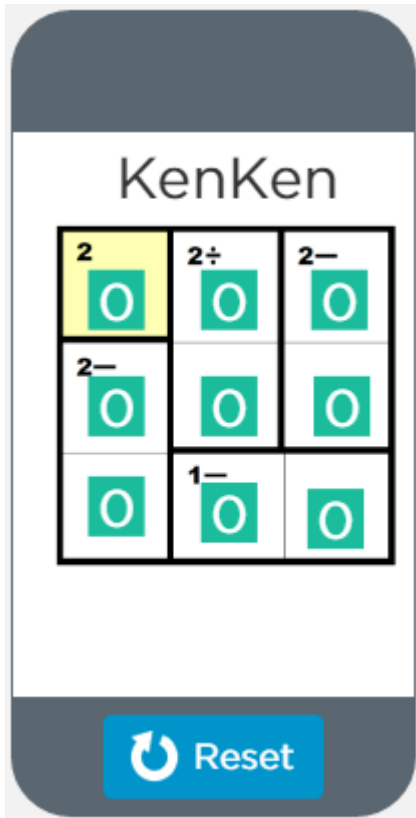
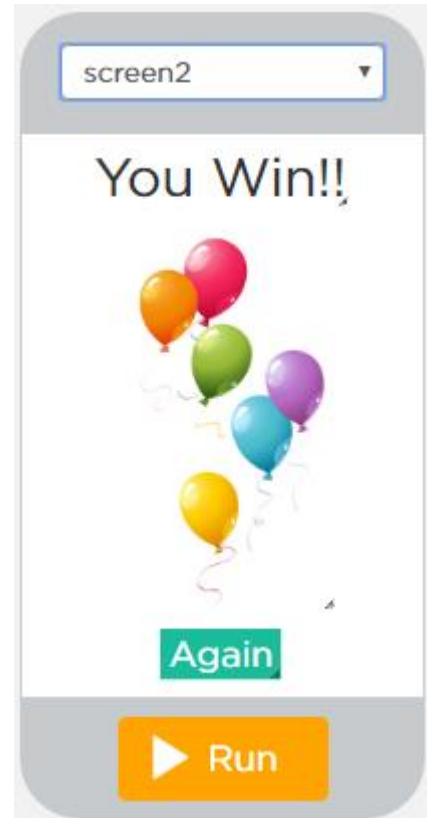
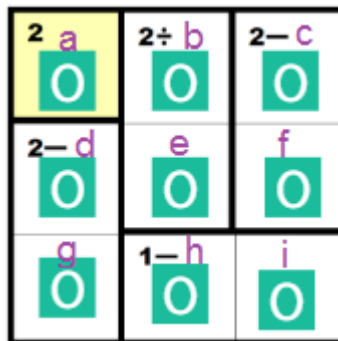


# KenKen



Make these two screens.

The blue blocks are buttons. Name them as we named the X and O's buttons. (a through i).



First make the win method. Cut and paste in the code shown below to make these blocks:

```
function win() {
  if(
    getNumber(▼"a") == 2 && getNumber(▼"b") == 1 && getNumber(▼"c") == 3 &&
    getNumber(▼"d") == 3 && getNumber(▼"e") == 2 && getNumber(▼"f") == 1 &&
    getNumber(▼"g") == 1 && getNumber(▼"h") == 3 && getNumber(▼"i") == 2 )
    setScreen(▼"screen2");
}
```

```
function win() {
  if(getNumber("a")==2 && getNumber("b")==1 && getNumber("c")==3 &&
  getNumber("d")==3 && getNumber("e")==2 && getNumber("f")==1 &&
  getNumber("g")==1 && getNumber("h")==3 && getNumber ("i")==2)
    setScreen("screen2");
}
```

2	2÷	2-
2	1	3
2-	2	1
1	1-	2

Then, make each button rotate between 1, 2 and 3.

```
onEvent (▼ "a", ▼ "click", function(event) {  
  var x = getNumber (▼ "a") ;  
  x = x+1 ;  
  if (x>3) {  
    x = 1 ;  
  }  
  setText (▼ "a", x) ;  
  win () ;  
} ) ;
```

Repeat this code for each of the nine buttons.

Code the again button to set each button back to zero and switch the screen.

```
onEvent (▼ "again", ▼ "click", function(event) {  
  setText (▼ "a", 0) ;  
  setText (▼ "b", 0) ;  
  setText (▼ "c", 0) ;  
  setText (▼ "d", 0) ;  
  setText (▼ "e", 0) ;  
  setText (▼ "f", 0) ;  
  setText (▼ "g", 0) ;  
  setText (▼ "h", 0) ;  
  setText (▼ "i", 0) ;  
  setScreen (▼ "screen1") ;  
} ) ;
```

## Bonus:

- Make an additional screen.