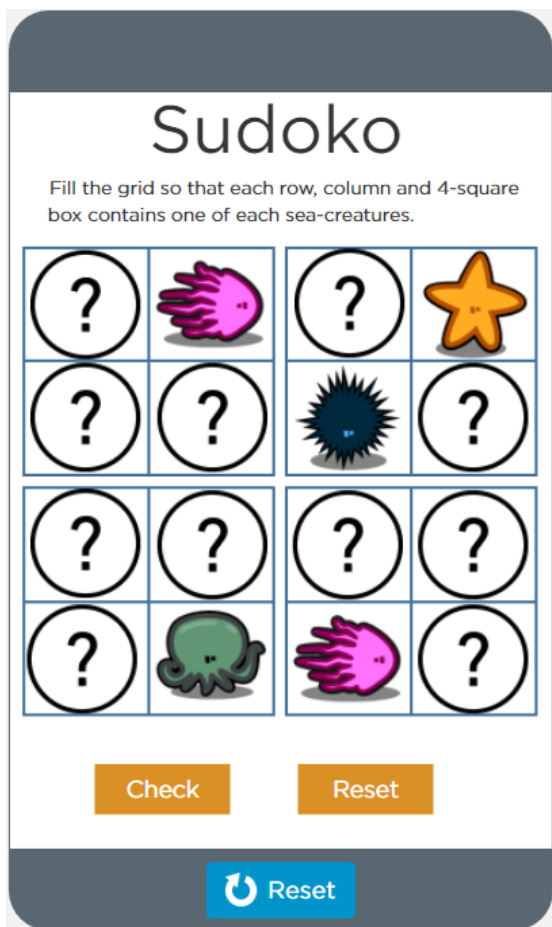


# Picture Sudoku

First download the pictures.



- Start with back.png.
- Then, add many images on top (I used the dimensions 65x65, and then duplicated them) to make the following screen.
- Name the images a, c, e and so on as shown in the picture.



Then, set up your variables. You need one for each of the above buttons.

```
var a = 0;  
var c = 0;  
var e = 0;  
var f = 0;  
var h = 0;  
var i = 0;  
var j = 0;  
var k = 0;  
var l = 0;  
var m = 0;  
var p = 0;
```

To make a button change, you need the following code:

```
onEvent (▼"a", ▼"click", function (event) {  
  a++;  
  if (a>4) {  
    a=1;  
  }  
  setImageURL (▼"a", "b"+a+".png");  
});
```

C and E are similar:

```
onEvent (▼"c", ▼"click", function (event) {  
  c++;  
  if (c>4) {  
    c=1;  
  }  
  setImageURL (▼"c", "b"+c+".png");  
});
```

```
onEvent (▼"e", ▼"click", function (event) {  
  e++;  
  if (e>4) {  
    e=1;  
  }  
  setImageURL (▼"e", "b"+e+".png");  
});
```

Continue this for all 11 of the buttons that need to change.

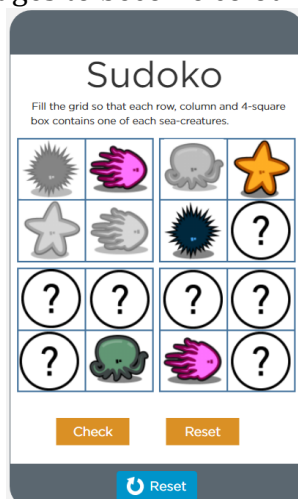
The reset button, starts the game over again.

- Set all of the variables back to 0.
- Set all of the changing pictures back to a ?

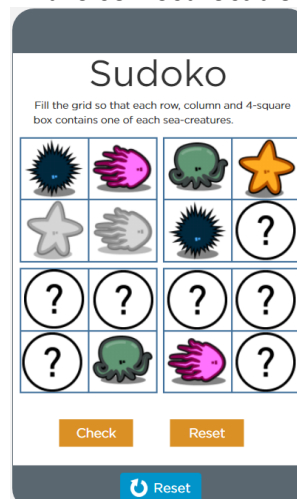
```
onEvent (▼ "Reset", ▼ "click", function(event) {  
  a=0;  
  c=0;  
  e=0;  
  f=0;  
  h=0;  
  i=0;  
  j=0;  
  k=0;  
  l=0;  
  m=0;  
  p=0;  
  setImageURL (▼ "a", ▼ "b0.png");  
  setImageURL (▼ "c", ▼ "b0.png");  
  setImageURL (▼ "e", ▼ "b0.png");  
  setImageURL (▼ "f", ▼ "b0.png");  
  setImageURL (▼ "h", ▼ "b0.png");  
  setImageURL (▼ "i", ▼ "b0.png");  
  setImageURL (▼ "j", ▼ "b0.png");  
  setImageURL (▼ "k", ▼ "b0.png");  
  setImageURL (▼ "l", ▼ "b0.png");  
  setImageURL (▼ "m", ▼ "b0.png");  
  setImageURL (▼ "p", ▼ "b0.png");  
});
```

The check button sees if the code is complete.

It also changes the images to become coloured-in if they are in the correct location.



after checked >



```

onEvent (▼ "Check", ▼ "click", function (event) {
  var done = 0;
  if (a==4) {
    done++;
    setImageURL (▼ "a", ▼ "c4.png");
  }
  if (c==2) {
    done++;
    setImageURL (▼ "c", ▼ "c2.png");
  }
  if (e==2) {
    done++;
    setImageURL (▼ "e", ▼ "c2.png");
  }
  if (done==11) {
    setText (▼ "Sudoku", "You Win!");
  }
});

```

← Other 8 images here.

The answer is here to help you determine the correct picture places for the other locations:

