UPDATE THE COUNTING GAME IN APP INVENTOR

Estimated time: 20 minutes

What you will need

- Computer to code on, with wifi
- Phone or tablet to test (or you can use the emulator)

Open the starter project in App Inventor and make your own copy by pressing the "Load into App Inventor" link.

Here is the existing code:

You can see that for each of the buttons 1-10, the value of that button is added to the running total. And then a function called CheckTotal is called (more about calling functions later!) to check if the total hits 100 or goes over.

INSTRUCTIONS

The blocks for the **CheckTotal** function are not yet built. That is your job! The blocks you will need are in the workspace, but they are not yet attached. You just need to snap them together to make it work.
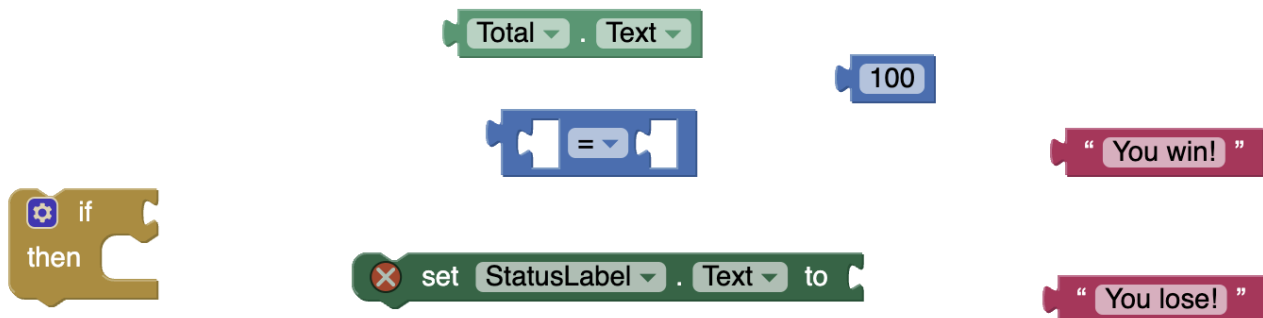
1. First check whether the total = 100 exactly. If so, tell the user they win by setting the text in the StatusLabel.
2. Then, check if the total > 100. If so, tell the user they lose.

You can use two if blocks to do this, or you can use the if - else if block.