Unit 5.5: Debugging misconceptions with Variables and Lists.

Studio https://bit.ly/2E74umC

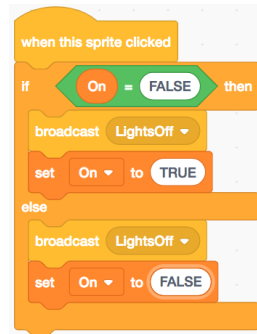| 5-1 Pong		
Paddle should deflect ball, but it does not. Can you fix?	when 🏳 clicked if touching paddle ? then start sound Water Drop point in direction 180 - direction move 5 steps turn ↻ pick random -20 to 20 degrees	

5-2 Switch	when this sprite clicked
	if On = FALSE then
	broadcast LightsOff
	set On to TRUE
	else
	broadcast LightsOff
	set On to FALSE	

Fix the program, so switch turns the candles on and off.		
5-3 Add	ask First Number? and wait set num1 to answer ask Second Number? and wait set num1 to answer set result to num1 + num2	
Can you help Monkey add?		
5-4 Lists inventory (empty) length: 0	when 🏳 clicked go to x: 25 y: 86 show wait until touching ScratchCat ? hide	
The lamp does not add to the inventory. Can you include it?		
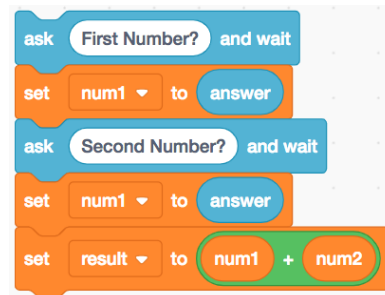
5-5 Variables

Score   13
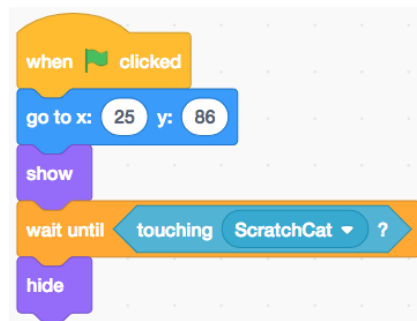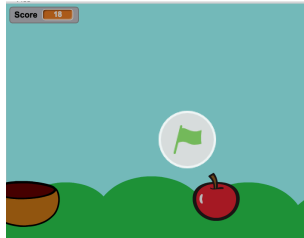
The score does not calculate correctly, can you fix it?

when 🏳 clicked
set Score ▾ to 0

forever
  if touching Bowl ▾ ? then
    start sound Pop ▾
    change Score ▾ by 1
    go to random position ▾
    set y to 180