

**3 a.****3.a.i.**

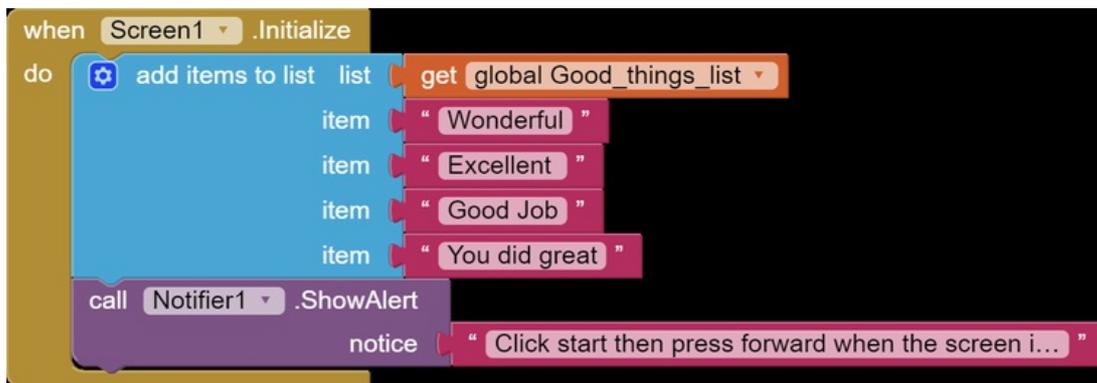
The program's overall purpose is to move the ball to the top of the screen when the screen is green, only if the screen is green.

**3.a.ii.**

When you push the button the ball moves, if you push it when the screen is red it sends it back to the bottom

**3.a.iii.**

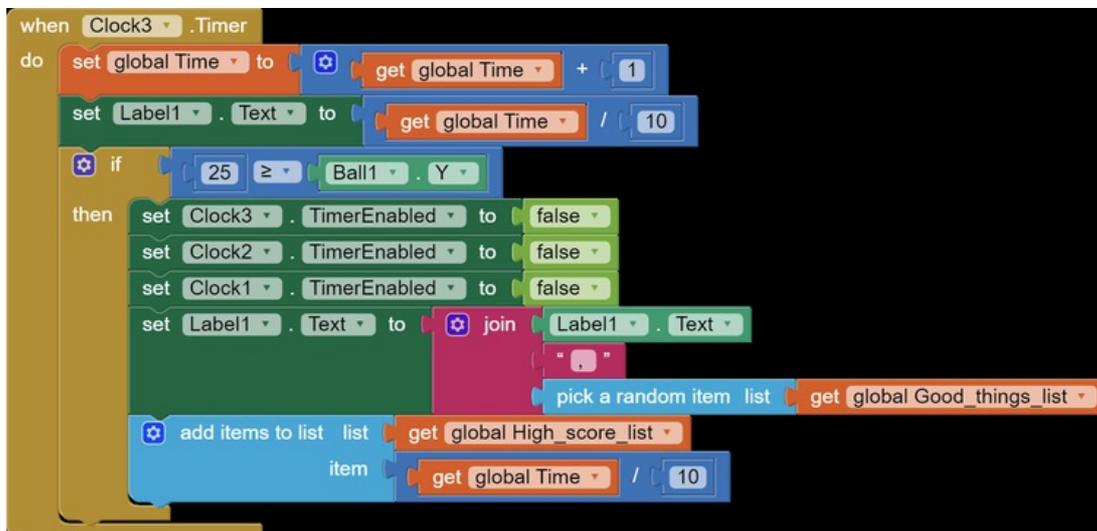
The input is your finger touching the forward button, and the output is the time it gives you, and the ball moving.

**3 b.****3.b.i.**


```

when Screen1.Initialize
do
  add items to list list
  item "Wonderful"
  item "Excellent"
  item "Good Job"
  item "You did great"
  call Notifier1.ShowAlert
  notice "Click start then press forward when the screen i..."

```

**3.b.ii.**


```

when Clock3.Timer
do
  set global Time to get global Time + 1
  set Label1.Text to get global Time / 10
  if 25 >= Ball1.Y
  then
    set Clock3.TimerEnabled to false
    set Clock2.TimerEnabled to false
    set Clock1.TimerEnabled to false
    set Label1.Text to join Label1.Text
    pick a random item list get global Good_things_list
  add items to list list
  item get global High_score_list
  item get global Time / 10

```

**3.b.iii.**

The name of the list is Global Good\_things\_list

**3.b.iv.**

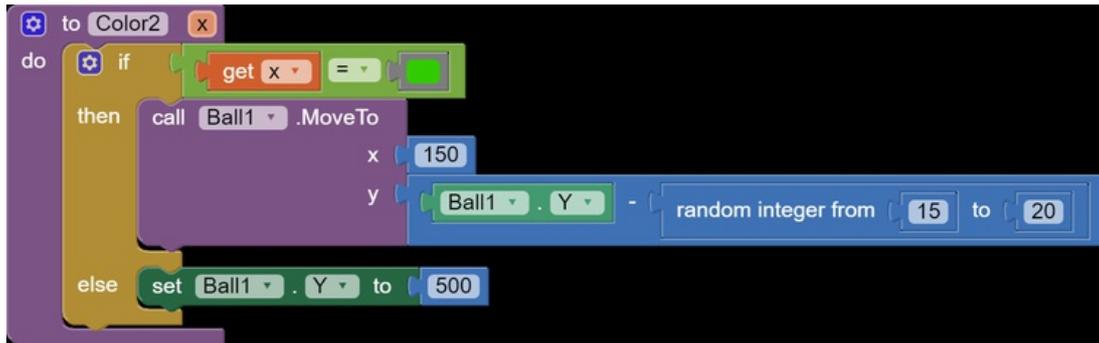
The data in this list represents the good word that is said after your time is given to you in the app.

**3.b.v.**

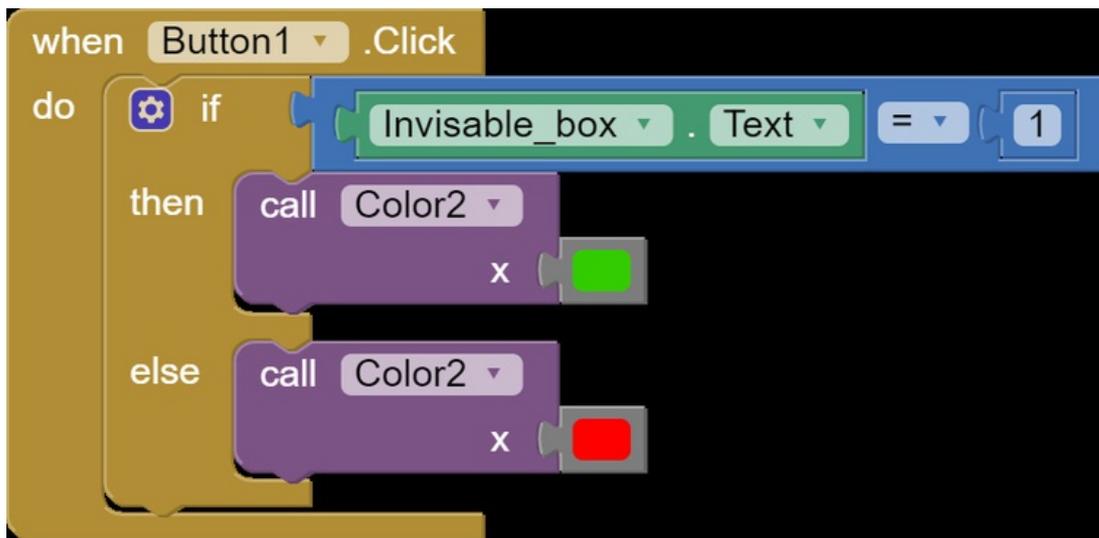
If I could not use a list, then this section of my program could not be written because it requires the selection from the list to get different good words to say.

### 3 c.

#### 3.c.i.



#### 3.c.ii.



#### 3.c.iii.

The identified procedure decides whether the ball moves forward or if it gets sent back to the beginning based on what color the screen is.

#### 3.c.iv.

If the screen is green then it will call ball 1 to move by any number 15-20, if the screen is red then it will set the balls Y value to 500.

### 3 d.

#### 3.d.i.

First call:

Color2 X=green

Second call:

Color2 X=Red

#### 3 d.ii.

Condition(s) tested by first call:

The condition tested in the call is the color of the screen.

Condition(s) tested by second call:

The condition tested in the call is the color of the screen.

**3.d.iii.**

Results of the first call:

If it is green the ball moves forward.

Results of the second call:

If it is red then the ball would be sent back to the bottom of the screen.