3. WRITTEN RESPONSES

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.

![Diagram 1](image1.png)

3.b.ii.

![Diagram 2](image2.png)

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.

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.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.