

```

// The Comments will explain my App for the video section.
// This is my function.
function StartScreen() {
  setScreen("HomeScreen");
  //I got my image from
  //Home screen,
https://www.google.com/url?sa=i&url=https%3A%2F%2Fstudyinginswitzerland.com%2Fwhat-can-you-do-with-a-history-degree%2F&psig=AOvVaw0qR-pdpyirJr5wO0tmK4nl&ust=1746079492007000&source=images&cd=vfe&opi=89978449&ved=0CBQQjRxqFwoTCLDdv9WL\_4wDFQA AAAAdAAAAABAE
}
//Start of App.
StartScreen();
//Calls Function
//This is my variables, and my list, This will contain my list.
//This is my list it contains information that will be used later.
var ScoreText = "Congratulations You Passed!";
//End of List
var ActivitiesText = "";
//This is my sequencing, The on events run in a order so that it completes every single question.
onEvent("BeginButton", "click", function( ) {
  setScreen("Question1");
});
//
//
if (0 == 0) {
  onEvent("Q1A4", "click", function( ) {
    setScreen("Question2");
    playSound("sound://category_alerts/vibrant_game_correct_answer_hit.mp3", false);
  });
}
//
//
if (0 == 0) {
  onEvent("Q2A4", "click", function( ) {
    setScreen("Question3");
    playSound("sound://category_alerts/vibrant_game_correct_answer_hit.mp3", false);
  });
}
//
//
if (0 == 0) {
  onEvent("Q3A2", "click", function( ) {
    setScreen("Question4");
  });
}

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    playSound("sound://category_alerts/vibrant_game_correct_answer_hit.mp3", false);
  });
}
//
//
if (0 == 0) {
  onEvent("Q4A1", "click", function() {
    setScreen("Question5");
    playSound("sound://category_alerts/vibrant_game_correct_answer_hit.mp3", false);
  });
}
//
//
if (0 == 0) {
  onEvent("Q5A1", "click", function() {
    setScreen("EndScreen");
    ActivitiesText = ScoreText;
    //This is where my list is used.
  });
}
onEvent("EndScreenButton", "click", function() {
  StartScreen();
  //I call the function again to take me to the Homescreen. This is a loop back to the beginnin.g
});
//End of sequencing.
//At the End, You need to make sure to Highlight to see the message displayed.
if (0 == 0) {
  setText("EndScreenText", ScoreText);
}
//End of List.
//End of App.

```