Some LiveCode Scripting Challenges
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These are listed more or less in order of complexity

Challenge 1a

1. Create a stack with two cards.
2. Create a button on each card that goes to the other card.

Hints:
- Not essential, but a good habit to get into… name all of the cards after you create them.
- Recommended scripts for the buttons:
    - go to the next card
    - go to the previous card

Challenge 1b

1. Create a stack with four cards.
2. The first card has three buttons that act as a menu: Clicking on each button takes you to one of the other three cards.
3. Cards 2-4 each have a button on them that takes you back to the card containing the menu.

Hints:
- Name all of the cards after you create them.
- Copy and paste objects to save time (cards and buttons).
- To duplicate a card, remember you first have to have the card's inspector showing, and then you will see "Duplicate Card" as an option under the "Edit" menubar.
- Use this script format to link a button to one of the cards:
    - go to card "info2" (of course, the name you give the card will likely be different)

Challenge 2

1. Create a card that asks a true/false question.
2. If the user answers correctly, give them feedback such as "That's correct!"
3. If the user answers incorrectly, give them feedback such as "Sorry, the correct answer is …"

Hints:
- Create one button named "True" and another named "False."
- You will need two fields: one for the question and one for the feedback.
- Use the commands "hide" and "show" as needed for the fields

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Challenge 3

1. Create a small button and skin it with a graphic of a car. (Make the button no larger than 75 pixels.)
2. Create another button that, when clicked, moves the graphic to another location on the screen.

Hints:
- Here's an example of the script: move button "car" from 50,50 to 100,100

Variations:
1. Modify the script for the button so that the car moves to a random spot on the screen.
2. Modify the project by adding the graphic of a map of some place you know (e.g. a map of the United States).
3. Modify the script for the button so that the car moves sequentially to three locations on the map, stopping each time for about 5 seconds with a short description of the location displayed in a field.

Challenge 4

1. Create a card that asks for the user's name. (Use one field to ask the question, and another field to accept the user's response.)
2. Create a second card that uses the user's name in a sentence such as "Welcome, Bob, to this course."

Hints:
- You will need to use a global variable.
- Remember, the ampersand (&) is the concatenation symbol.
- When you concatenate, text must be within double quotes, but not variables.
- Use the "on returnInField" handler to trigger script within the field.

Challenge 5

1. Create a card that asks a simple open-ended question, such as "What is your favorite color?"
2. Give the user two types of feedback, depending if they answered red or not: "My favorite color is also red!" or "That is a nice color."

Hints:
- Use the "on returnInField" handler to trigger script within the field.
- You will need to use either two if/then statements or one if/then/else statement.

Challenge 6

1. Create a card that starts counting from 1 when you click a button and only stops when you click anywhere else on the screen.

Hints:
- Use the "repeat until the mouseclick" control structure in the button's script.
- Remember that you need "end repeat" at the bottom of the repeat script.

Variations:
1. Have the card count by 2s, or by 5s.
2. Have the card automatically stop when it gets to a certain number (a better approach is to stop when it is "greater than" a certain number).

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1. Create a field titled "names" and make it invisible.
2. Put 5 names into the field, one name per line.
3. Create a button that, when clicked, puts the message "Welcome, {name}, to the workshop!"
4. The message should last about 2 seconds, then give the same message using each of the remaining names in the "names" field.
5. After all the names have been used, display the message "Thank you!" in the same message field.

Hints:
- You will need to use this form of the repeat statement:
    repeat with i = 1 to {some number}
      {stuff to be repeated goes here}
    end repeat

- You can use the option "View > Show invisible objects" to see and work with invisible fields. (Or, you can just choose to make the field visible while you work with it, then uncheck the option "Visible" in the Property Inspector.