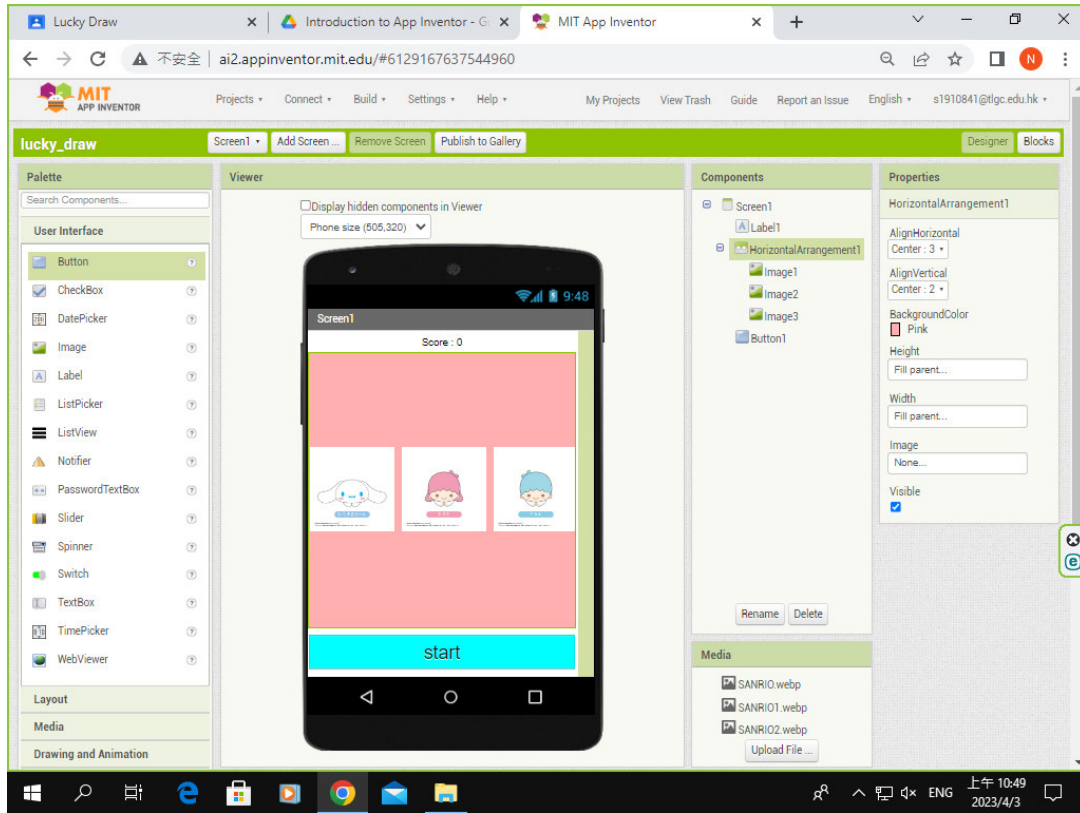


Student05

interface:



block:

The screenshot displays the MIT App Inventor web interface. The browser address bar shows the URL `ai2.appinventor.mit.edu/#6129167637544960`. The application is titled "lucky\_draw" and is currently in "Designer" mode. The interface is divided into several sections:

- Blocks:** A sidebar on the left lists various block categories such as "Built-in", "Control", "Logic", "Math", "Text", "Lists", "Dictionaries", "Colors", "Variables", "Procedures", and "Screen1". Under "Screen1", there are components like "Label1", "HorizontalArrangement1", "Image1", "Image2", "Image3", and "Button1". A "Media" section at the bottom left shows image assets: "SANRIO.webp", "SANRIO1.webp", and "SANRIO2.webp".
- Viewer:** The main workspace contains a Scratch-style block-based code editor. The code is as follows:

```
initialize global (number) to 0
initialize global (number2) to 0
initialize global (number3) to 0
initialize global (score) to 0

do
  to first_picture
  do
    if (get global number) == 1
    then set (Image1) . Picture to (SANRIO.webp)
    else if (get global number) == 2
    then set (Image1) . Picture to (SANRIO1.webp)
    else set (Image1) . Picture to (SANRIO2.webp)

when (Button1) TouchDown
do
  set (global number) to (random integer from 1 to 3)
  call (first_picture)
  set (global number2) to (random integer from 1 to 3)
  call (second_picture)
  set (global number3) to (random integer from 1 to 3)
  call (third_picture)

do
  to second_picture
  do
    if (get global number2) == 1
    then set (Image2) . Picture to (SANRIO.webp)
    else if (get global number2) == 2
    then set (Image2) . Picture to (SANRIO1.webp)
    else set (Image2) . Picture to (SANRIO2.webp)

do
  to third_picture
  do
    if (get global number3) == 1
    then set (Image3) . Picture to (SANRIO.webp)
    else if (get global number3) == 2
    then set (Image3) . Picture to (SANRIO1.webp)
    else set (Image3) . Picture to (SANRIO2.webp)
```
- Bottom Bar:** The Windows taskbar is visible at the bottom, showing the time as 10:53 on 2023/4/3.

