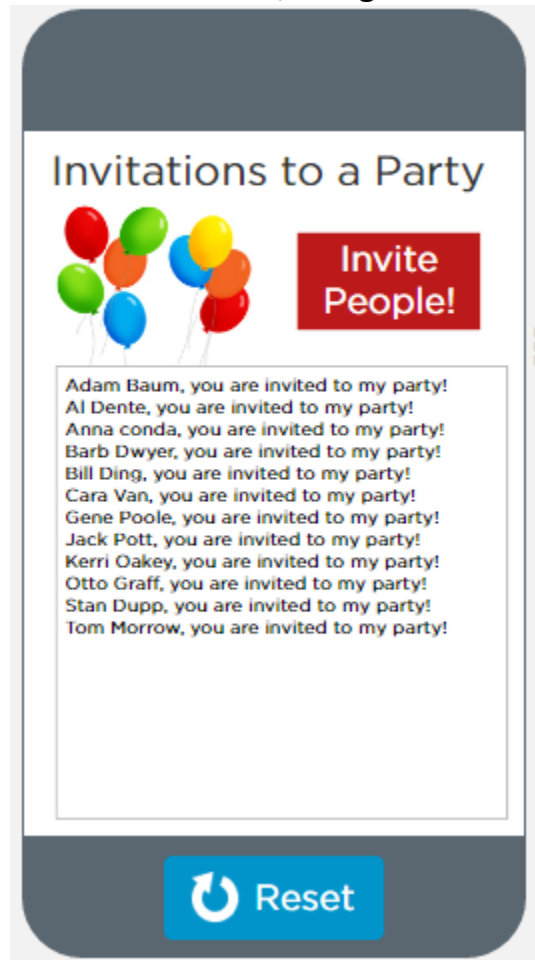# A5: Invitations to a Party
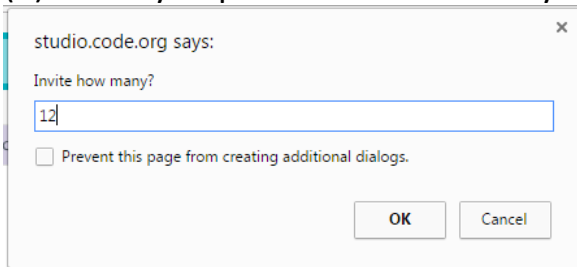
(a) You start with this:
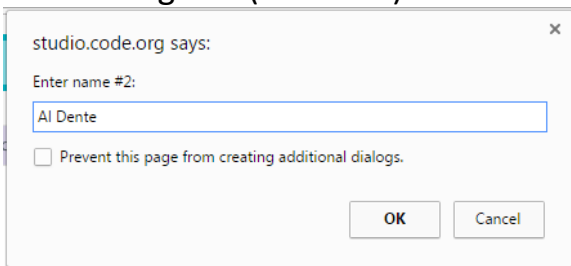
(d) And it creates this, using the names:

(b) When you press the button it says:

studio.code.org says:
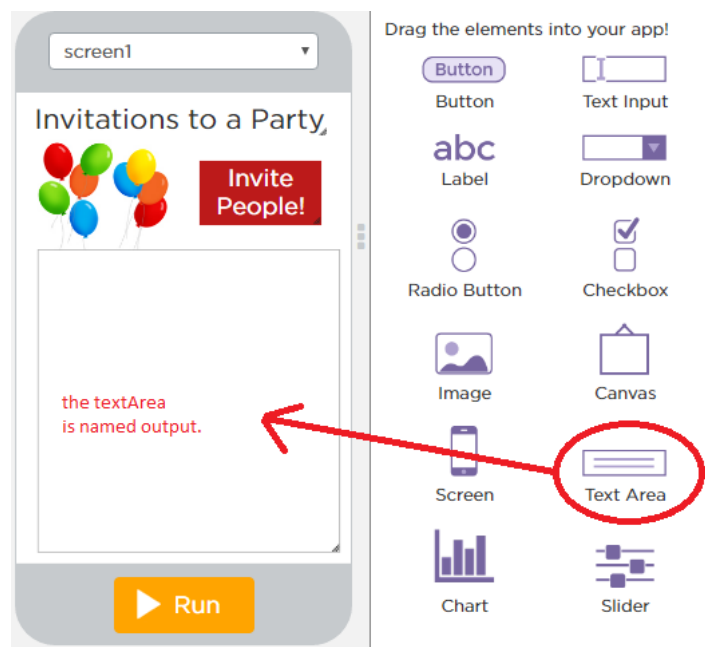
Invite how many?

12

☐ Prevent this page from creating additional dialogs.

OK   Cancel

(c) Then you enter the names, one in each dialog box (this is #2):

studio.code.org says:

Enter name #2:

Al Dente

☐ Prevent this page from creating additional dialogs.

OK   Cancel

Invitations to a Party

Adam Baum, you are invited to my party!
Al Dente, you are invited to my party!
Anna conda, you are invited to my party!
Barb Dwyer, you are invited to my party!
Bill Ding, you are invited to my party!
Cara Van, you are invited to my party!
Gene Poole, you are invited to my party!
Jack Pott, you are invited to my party!
Kerri Oakey, you are invited to my party!
Otto Graff, you are invited to my party!
Stan Dupp, you are invited to my party!
Tom Morrow, you are invited to my party!

Making Yours

Layout this App in Design mode.

Remember to use a textArea and to give it the id 'output'.

the textArea is named output.

screen1

Invitations to a Party

Drag the elements into your app!

Button

Text Input

abc
Label

Dropdown

Radio Button

Checkbox

Image

Canvas

Screen

Text Area

Chart

Slider

Coding

1. Make an onEvent for the button.
2. The first question it asks is this:

studio.code.org says:

Invite how many?

☐ Prevent this page from creating additional dialogs.

OK   Cancel
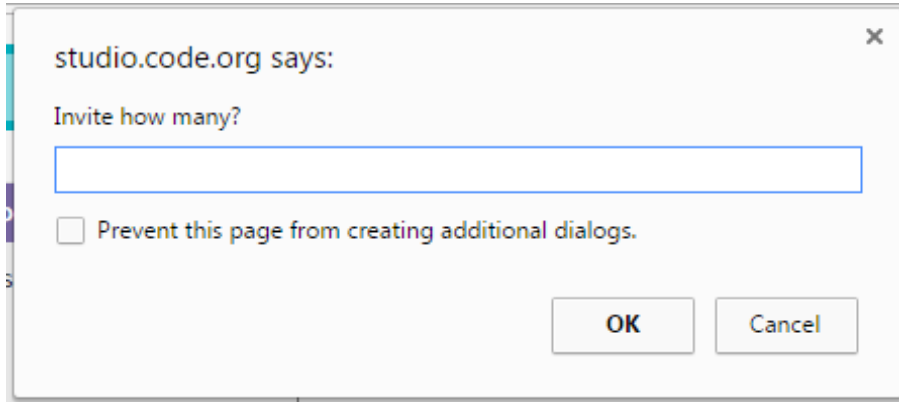
3. Store the result in a variable called `howmany`.
4. Then, add a for loop that starts at 1 and goes to `howmany`:


```
onEvent(▼ "invite", ▼ "click", function(event) {
    var howmany = promptNum("Invite how many? ");
    for (var i = 1; i <= howmany; i++) {

    }
}
);
```

5. Then, add a question that asks for the name:


```
onEvent(▼ "invite", ▼ "click", function(event) {
    var howmany = promptNum("Invite how many? ");
    for (var i = 1; i <= howmany; i++) {
        var name = prompt("Enter name #"+i+": ");
    }
}
);
```

6. <mark>RUN THE CODE. Enter 3, then 3 names. Check that it works.</mark>

7. Then, add an invitation for that person to the output textArea:

```
onEvent(▼"invite", ▼"click", function(event) {
    var howmany = promptNum("Invite how many? ");
    for (var i = 1; i <= howmany; i++) {
        var name = prompt("Enter name #"+i+": ");
        var invite = name+", you are invited to my party!\n";    Makes the line to print out the invitation.
        setText(▼"output", (getText(▼"output")+" ")+invite);     Prints the invitation in the textArea.
    }
});
```

8. Run your code to see that it works. Do not enter a large number in the first dialog box. You will regret it.