

# CrystalBall Questions

1. What is the *Designer* used for?

2. What is the *Blocks Editor* used for?

3. How can you improve the app?

# PaintPot Questions

1. What variable did you add? Why did you add it? Is there a way to do the same thing without a variable?
2. You used the click event handler for buttons several times. What other event handlers are available for buttons?
3. List at least one example of how you could use a variable and an event handler in your own application
4. What would you change about the PaintPot application? Do you think it has a good user experience? How could you improve it?

# MoleMash Questions

1. What 2 procedures did you create? Why did you make them procedures?
2. What did you use the timer for? How could you make the game harder?
3. Can you think of a procedure that you'll need in your app? What will it do?
4. What would you change about the MoleMash app? Do you think it has a good user experience? How could you improve it?

# Invent Your Own App Questions

1. What does your app do?
2. Who are the intended users of your app?
3. What components did you use?
4. What was the most challenging part of designing and developing your own application? What can you do to make it easier when you make your prototype?

# No Text While Driving Questions

1. What does a database do? How could to use the database to store more answers?
2. How could to use a database in your own app?
3. How could to use texting in your own app?
4. What would you change about the NoTextWhileDriving app? Do you think it has a good user experience? How could you improve it?