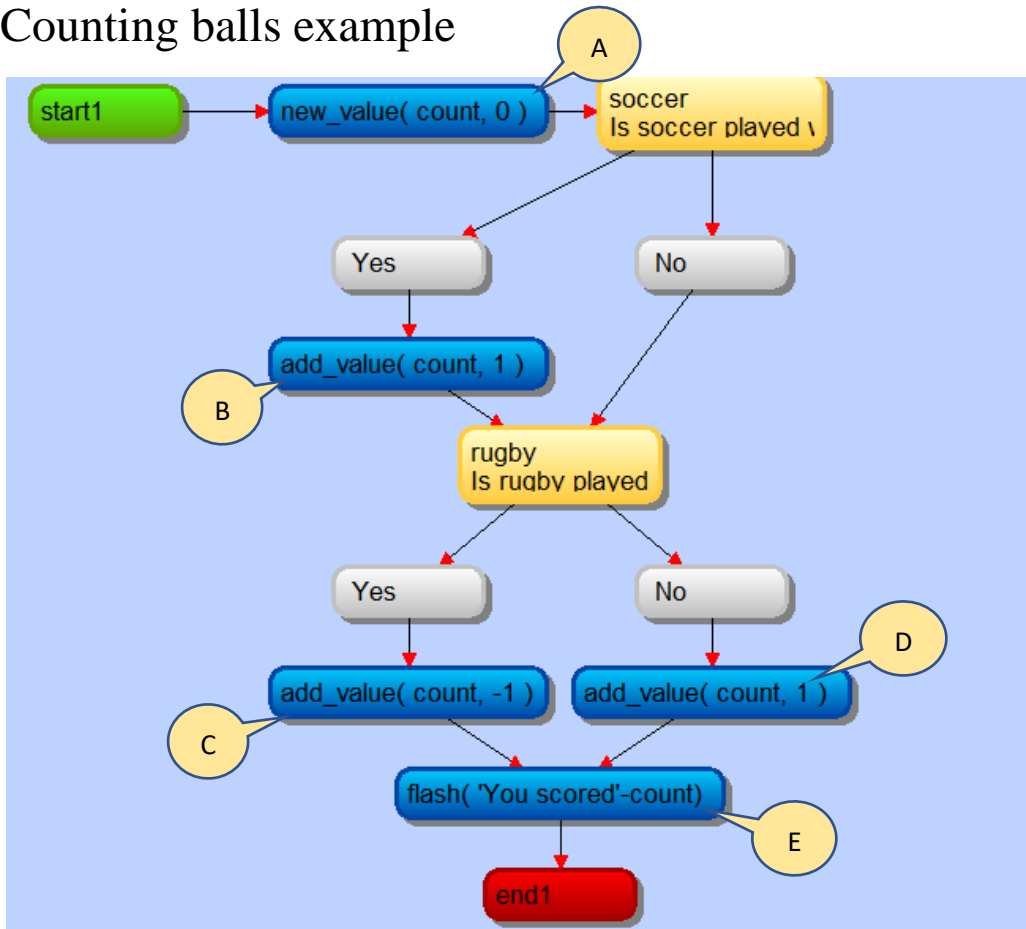# Counting balls example

Counting balls example

- 4 x Code boxes
- 1 x End nodes
- 4 x Expressions
- 2 x Single-choice Questions

This example shows how to use add_value/2 and global variables to keep score

A] new_value(count, 0)

Creates a global variable named, count, and gives it an initial value of 0

B] add_value(count, 1)

Adds 1 to the global variable named, count

C] add_value(count, -1)

Adds -1 to the global variable named, count

D] add_value(count, 1)

Adds 1 to the global variable named, count

E] flash('You scored'-count)

Displays the current value of the global variable named, count