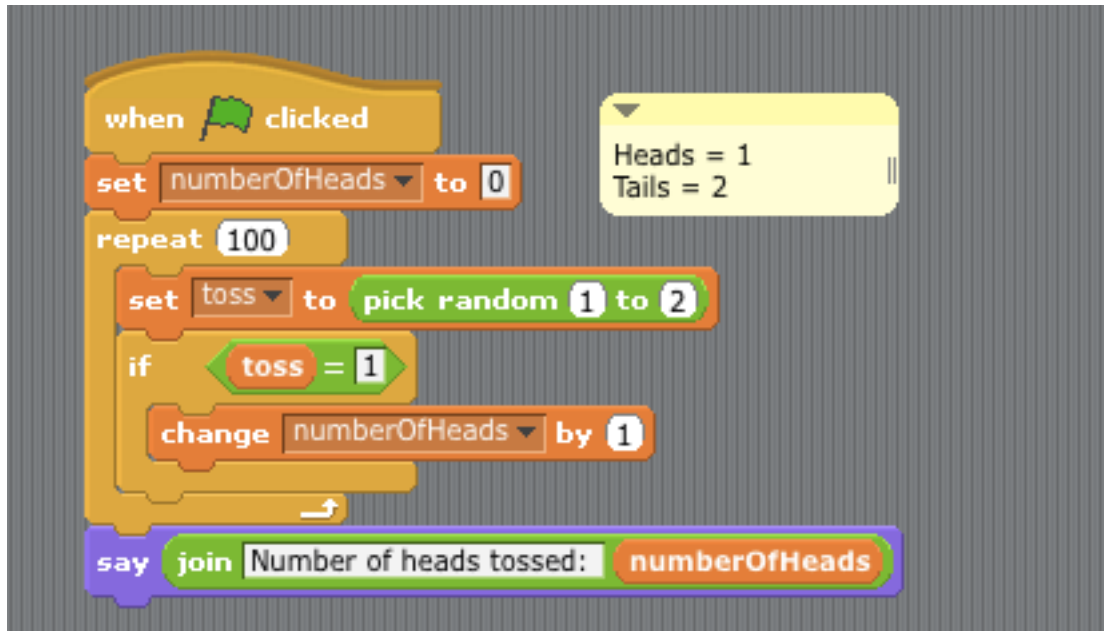


From last lecture on simple simulations and counters:

A simple program to simulate tossing a coin and counting the number of times heads occurred:



```
when clicked
  set numberOfHeads to 0
  repeat 100
    set toss to pick random 1 to 2
    if toss = 1
      change numberOfHeads by 1
  say join Number of heads tossed: numberOfHeads
```

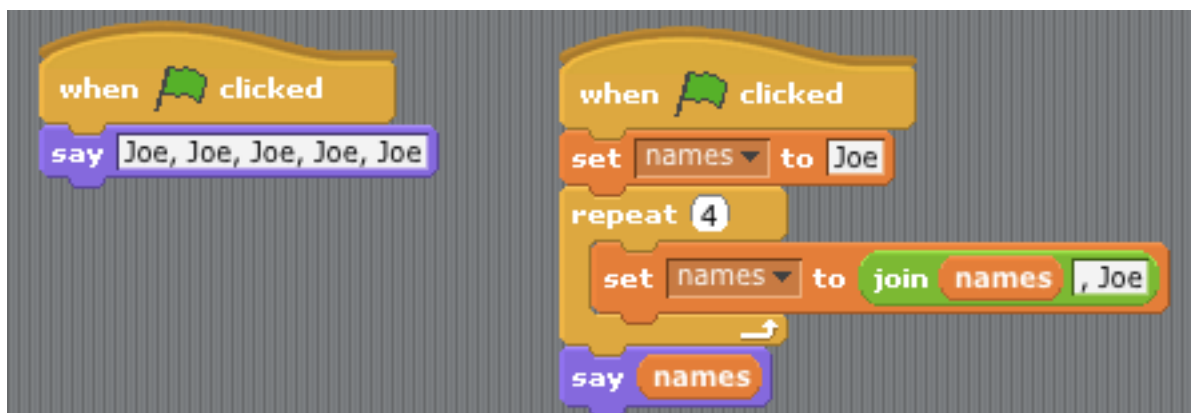
Heads = 1
Tails = 2

Sample run:



More sophisticated counters that demonstrate using the join operation:

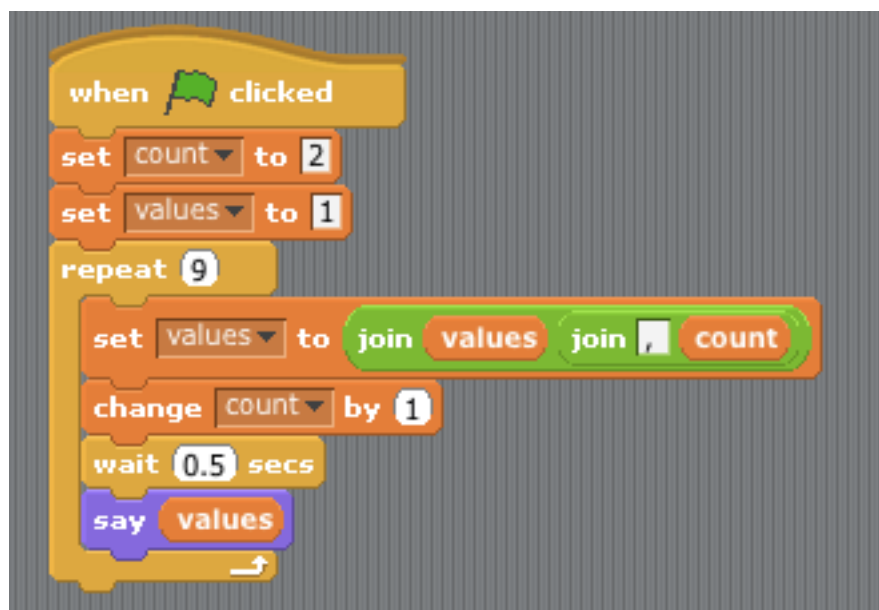
List the name Joe five times:



```
when clicked
  say Joe, Joe, Joe, Joe, Joe

when clicked
  set names to Joe
  repeat 4
    set names to join names , Joe
  say names
```

Count with a 1/2 pause between updates



```
when clicked
  set count to 2
  set values to 1
  repeat 9
    set values to join values join , count
    change count by 1
    wait 0.5 secs
  say values
```

Sample run:

