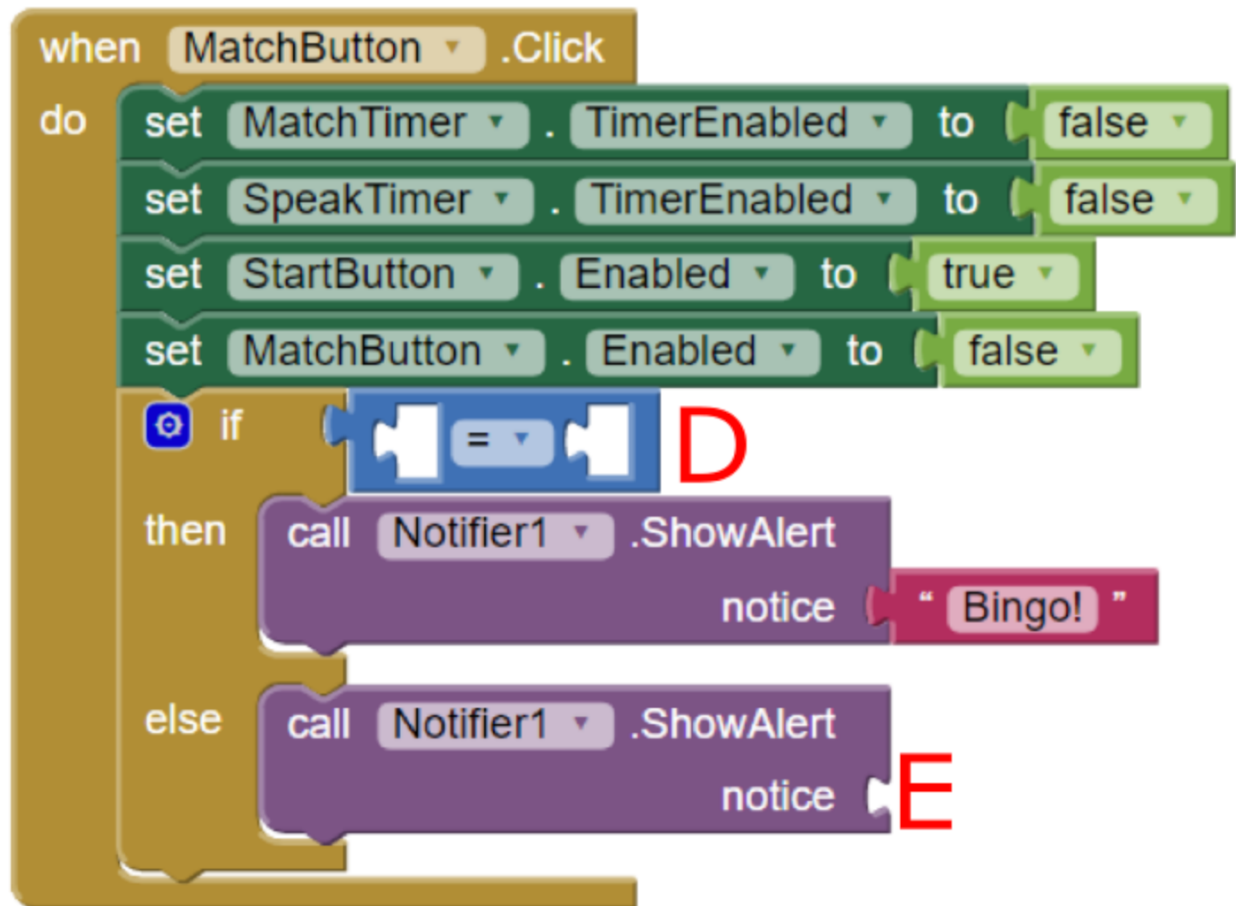


```
initialize global spoken to 0
initialize global displayed to 0

when StartButton .Click
do
  set global displayed to A
  set DisplayNumber . Text to get global displayed
  set SpeakTimer . TimerEnabled to true
  set StartButton . Enabled to false
  set MatchButton . Enabled to true
```

```
when MatchTimer .Timer
do
  set SpeakTimer . TimerEnabled to false
  set StartButton . Enabled to true
  set MatchButton . Enabled to false
  call Notifier1 .ShowAlert
  notice B
```

```
when SpeakTimer .Timer
do
  set global spoken to C
  call TextToSpeech1 .Speak
  message get global spoken
  if get global spoken = get global displayed
  then set MatchTimer . TimerEnabled to true
```



The user interface looks like this:



Start

5

Match

Timeout!