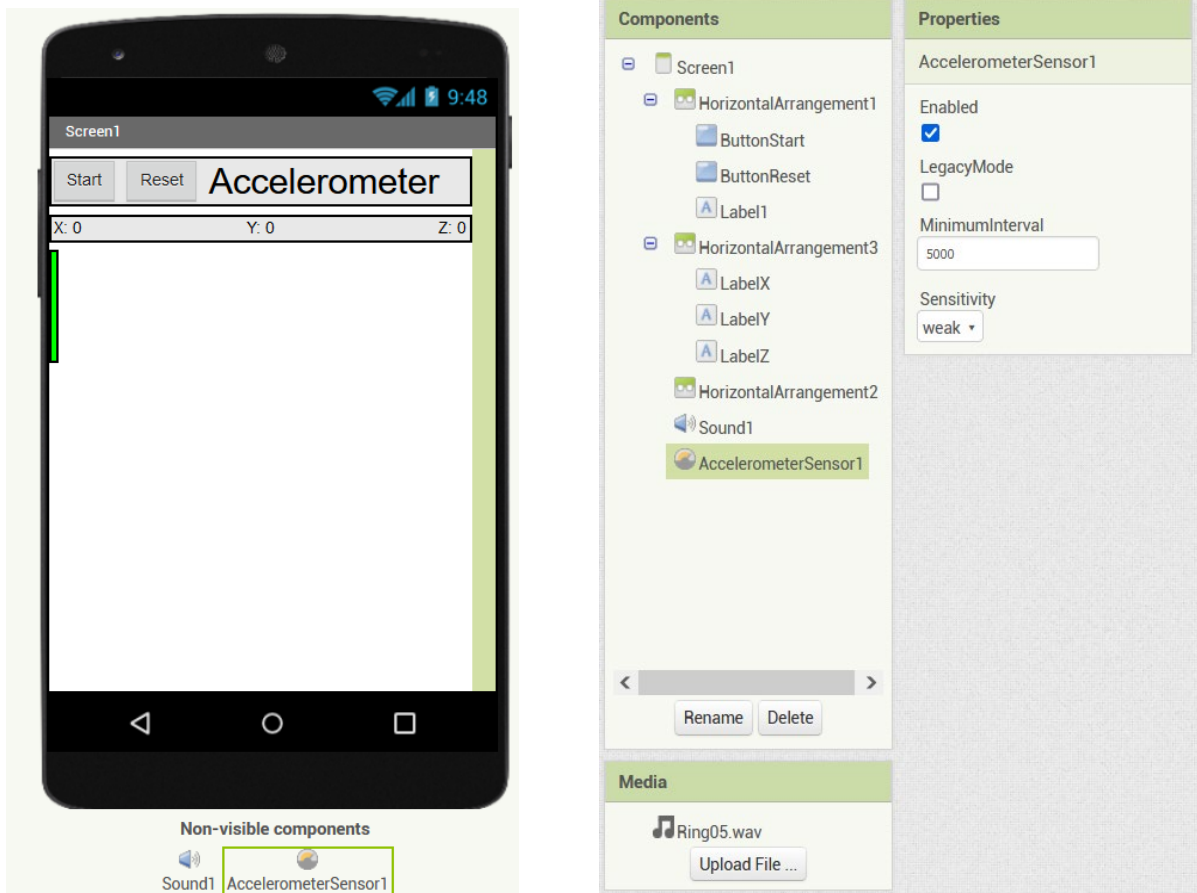


# Accelerometer APP



initialize global `finishValue` to `25000`

initialize global `count` to `0`

initialize global `progress` to `0`

```

when ButtonStart .Click
do
  set global count to 0
  set AccelerometerSensor1 . Enabled to true
  
```

```

when ButtonReset .Click
do
  set AccelerometerSensor1 . Enabled to false
  set global count to 0
  set HorizontalArrangement2 . WidthPercent to 0
  
```

```

when AccelerometerSensor1 .AccelerationChanged
  xAccel yAccel zAccel
do
  set global count to (get global count + get xAccel + get yAccel + get zAccel - 9.8)
  set LabelX . Text to (join ["X: " get xAccel])
  set LabelY . Text to (join ["Y: " get yAccel])
  set LabelZ . Text to (join ["Z: " get zAccel - 9.8])
  set global progress to (100 * (get global count / get global finishValue))
  if (get global progress > 100)
  then set global progress to 100
  set HorizontalArrangement2 . WidthPercent to get global progress
  if (get global count ≥ get global finishValue)
  then
    set AccelerometerSensor1 . Enabled to false
    call Sound1 .Play
    set global count to 0
  
```