**Create an interface where the user enters name and favorite number.**

**When the user clicks the button it should give them feedback.**

**Use a conditional statement to find out which category the number fits into (this should be an if..else if…else block):**

1. **If it’s the same as your favorite number, tell them that and display some fun icon (or sound) letting them know that they made a great choice**
	1. **Ex output: Tristan, that’s my favorite number!**
2. **If it’s not your favorite number, then figure out if the number is even and let them know. If it is even, display an image that has an even number of objects (ex. 2 cherries)**
	1. **Ex output: Tristan, you chose an even number!**
3. **Otherwise let them know that you don’t like the number they chose and display some negative (but appropriate) image (or sound)**
	1. **Ex output: Tristan, you chose a bad number!**

**\*Extra: Check to see if it is your favorite number AND even as well**

**\*Do you remember how to change screens? Maybe each answer should be displayed on a new screen!**

**Tips:**

* **You need to get the input from the user in the onEvent (you can’t use the getText and getNumber in your variable declaration)**
* **Your if block should also be in the onEvent**