

2e.

```
when BackButton.Click
do open another screen screenName Screen1

initialize glob Strikeouts to 0
initialize glob Doubles to 0
initialize glob BallInPlayOuts to 0
initialize glob Homeruns to 0
initialize glob Singles to 0
initialize glob Triples to 0
initialize glob bases to 0
initialize glob Hits to 0
initialize glob At_Bats to 0
initialize glob SluggingAverage to 0
initialize glob BattingAverage to 0
initialize glob Walks to 0

to CalcSlugAvg
do if get global At_Bats > 0
then set global SluggingAverage to get global bases / get global At_Bats
set ActualSluggingAverage.Text to get global SluggingAverage
call TinyDB1.StoreValue
tag SluggingAverage
valueToStore get global SluggingAverage

to CalcBatAvg
do if get global At_Bats > 0
then set global BattingAverage to get global Hits / get global At_Bats
set ActualBattingAverage.Text to get global BattingAverage
call TinyDB1.StoreValue
tag BattingAverage
valueToStore get global BattingAverage

when BattingResult.BeforePicking
do set BattingResult.Elements to make a list Hits
Walks
Strikeouts
Ball-In-Play Outs

when BaseReached.BeforePicking
do set BaseReached.Elements to make a list 1B
2B
3B
HR
```

```
to Reset
do
  set global At_Bats to 0
  set ActualBattingAverage . Text to "0.000"
  set global BallInPlayOuts to 0
  set ActualBallInPlayOuts . Text to get global BallInPlayOuts
  set global Doubles to 0
  set ActualDoubles . Text to get global Doubles
  set global Hits to 0
  set ActualHits . Text to get global Hits
  set global Homeruns to 0
  set ActualHomeRuns . Text to get global Homeruns
  set global Singles to 0
  set ActualSingles . Text to get global Singles
  set global Strikeouts to 0
  set ActualStrikeouts . Text to get global Strikeouts
  set global Triples to 0
  set ActualTriples . Text to get global Triples
  set global Walks to 0
  set ActualWalks . Text to get global Walks
  set global SluggingAverage to 0
  set ActualSluggingAverage . Text to "0.000"
  set global bases to 0
  call TinyDB1 .ClearTag
  tag "Strikeouts"
  call TinyDB1 .ClearTag
  tag "Singles"
  call TinyDB1 .ClearTag
  tag "Doubles"
  call TinyDB1 .ClearTag
  tag "Homeruns"
  call TinyDB1 .ClearTag
  tag "Triples"
  call TinyDB1 .ClearTag
  tag "AtBats"
  call TinyDB1 .ClearTag
  tag "Walks"
  call TinyDB1 .ClearTag
  tag "Hits"
  call TinyDB1 .ClearTag
  tag "BallInPlayOuts"
  call TinyDB1 .ClearTag
  tag "BattingAverage"
  call TinyDB1 .ClearTag
  tag "SluggingAverage"
```

```
when BattingStatistics .Initialize
do
  set global At_Bats to call TinyDB1 .GetValue
  tag "AtBats"
  valueIfTagNotThere 0
  set global Hits to call TinyDB1 .GetValue
  tag "Hits"
  valueIfTagNotThere 0
  set ActualHits .Text to get global Hits
  set global Walks to call TinyDB1 .GetValue
  tag "Walks"
  valueIfTagNotThere 0
  set ActualWalks .Text to get global Walks
  set global Strikeouts to call TinyDB1 .GetValue
  tag "Strikeouts"
  valueIfTagNotThere 0
  set ActualStrikeouts .Text to get global Strikeouts
  set global BallInPlayOuts to call TinyDB1 .GetValue
  tag "BallInPlayOuts"
  valueIfTagNotThere 0
  set ActualBallInPlayOuts .Text to get global BallInPlayOuts
  set global Singles to call TinyDB1 .GetValue
  tag "Singles"
  valueIfTagNotThere 0
  set ActualSingles .Text to get global Singles
  set global Doubles to call TinyDB1 .GetValue
  tag "Doubles"
  valueIfTagNotThere 0
  set ActualDoubles .Text to get global Doubles
  set global Triples to call TinyDB1 .GetValue
  tag "Triples"
  valueIfTagNotThere 0
  set ActualTriples .Text to get global Triples
  set global Homeruns to call TinyDB1 .GetValue
  tag "Homeruns"
  valueIfTagNotThere 0
  set ActualHomeRuns .Text to get global Homeruns
  set global BattingAverage to call TinyDB1 .GetValue
  tag "BattingAverage"
  valueIfTagNotThere 0
  set ActualBattingAverage .Text to get global BattingAverage
  if get global BattingAverage = 0
  then set ActualBattingAverage .Text to "0.000"
  set global SluggingAverage to call TinyDB1 .GetValue
  tag "SluggingAverage"
  valueIfTagNotThere 0
  set ActualSluggingAverage .Text to get global SluggingAverage
  if get global SluggingAverage = 0
  then set ActualSluggingAverage .Text to "0.000"
```

```

when BattingResult . AfterPicking
do
  if
    BattingResult . Selection = Hits
  then
    set global Hits to get global Hits + 1
    set global At_Bats to get global At_Bats + 1
  else if
    BattingResult . Selection = Ball-In-Play Outs
  then
    set global BallInPlayOuts to get global BallInPlayOuts + 1
    set global At_Bats to get global At_Bats + 1
  else if
    BattingResult . Selection = Walks
  then
    set global Walks to get global Walks + 1
  else if
    BattingResult . Selection = Strikeouts
  then
    set global Strikeouts to get global Strikeouts + 1
    set global At_Bats to get global At_Bats + 1

  call CalcBatAvg
  set ActualHits . Text to get global Hits
  set ActualWalks . Text to get global Walks
  set ActualStrikeouts . Text to get global Strikeouts
  set ActualBallInPlayOuts . Text to get global BallInPlayOuts

  call TinyDB1 . StoreValue
  tag AtBats
  valueToStore get global At_Bats
  call TinyDB1 . StoreValue
  tag Hits
  valueToStore get global Hits
  call TinyDB1 . StoreValue
  tag Walks
  valueToStore get global Walks
  call TinyDB1 . StoreValue
  tag Strikeouts
  valueToStore get global Strikeouts
  call TinyDB1 . StoreValue
  tag BallInPlayOuts
  valueToStore get global BallInPlayOuts

```

```

when BaseReached . AfterPicking
do
  if
    BaseReached . Selection = 1B
  then
    set global Singles to get global Singles + 1
  else if
    BaseReached . Selection = 2B
  then
    set global Doubles to get global Doubles + 1
  else if
    BaseReached . Selection = 3B
  then
    set global Triples to get global Triples + 1
  else if
    BaseReached . Selection = HR
  then
    set global Homeruns to get global Homeruns + 1

  set global bases to get global Singles + get global Doubles * 2 + get global Triples * 3 + get global Homeruns * 4

  call CalcSlugAvg
  set ActualSingles . Text to get global Singles
  set ActualDoubles . Text to get global Doubles
  set ActualTriples . Text to get global Triples
  set ActualHomeRuns . Text to get global Homeruns

  call TinyDB1 . StoreValue
  tag Singles
  valueToStore get global Singles
  call TinyDB1 . StoreValue
  tag Doubles
  valueToStore get global Doubles
  call TinyDB1 . StoreValue
  tag Triples
  valueToStore get global Triples
  call TinyDB1 . StoreValue
  tag Homeruns
  valueToStore get global Homeruns

```

```

when ResetButton . Click
do
  call Reset

```

```

when BackButton .Click
do open another screen screenName "Screen1"

initialize glob FieldingPercentage to 0

initialize glob Assists to 0

initialize glob Errors to 0

initialize glob Putouts to 0

initialize glob Chances to 0

when FieldingResult .BeforePicking
do set FieldingResult .Elements to make a list Errors Putouts Assists

when ResetButton .Click
do call Reset

```

```

to Reset
do
set global Assists to 0
set global Chances to 0
set global Errors to 0
set global Putouts to 0
set ActualFieldingPercentage .Text to "0.000"
set ActualChances .Text to 0
set ActualAssists .Text to 0
set ActualPutouts .Text to 0
set ActualErrors .Text to 0
call TinyDB1 .ClearTag tag Assists
call TinyDB1 .ClearTag tag Chances
call TinyDB1 .ClearTag tag Errors
call TinyDB1 .ClearTag tag Putouts

```

```

when DefensiveStatistics .Initialize
do
set global Assists to call TinyDB1 .GetValue tag Assists valueIfTagNotThere 0
set ActualAssists .Text to get global Assists
set global Chances to call TinyDB1 .GetValue tag Chances valueIfTagNotThere 0
set global Errors to call TinyDB1 .GetValue tag Errors valueIfTagNotThere 0
set ActualErrors .Text to get global Errors
set global Putouts to call TinyDB1 .GetValue tag Putouts valueIfTagNotThere 0
set ActualPutouts .Text to get global Putouts
set global FieldingPercentage to call TinyDB1 .GetValue tag FieldingPercentage valueIfTagNotThere 0
set ActualFieldingPercentage .Text to get global FieldingPercentage
if get global FieldingPercentage = 0
then set ActualFieldingPercentage .Text to "0.000"

```

```

when FieldingResult .AfterPickinn
do
  if [FieldingResult . Selection = "Errors"]
  then
    set global Errors to [get global Errors + 1]
    set ActualErrors . Text to [get global Errors]
  else if [FieldingResult . Selection = "Putouts"]
  then
    set global Putouts to [get global Putouts + 1]
    set ActualPutouts . Text to [get global Putouts]
  else if [FieldingResult . Selection = "Assists"]
  then
    set global Assists to [get global Assists + 1]
    set ActualAssists . Text to [get global Assists]
  set global Chances to [get global Chances + 1]
  set global FieldingPercentage to [get global Chances - get global Errors / get global Chances]
  set ActualFieldingPercentage . Text to [get global FieldingPercentage]
  set ActualChances . Text to [get global Chances]
  call TinyDB1 .StoreValue
  tag FieldingPercentage
  valueToStore get global FieldingPercentage
  call TinyDB1 .StoreValue
  tag Assists
  valueToStore get global Assists
  call TinyDB1 .StoreValue
  tag Chances
  valueToStore get global Chances
  call TinyDB1 .StoreValue
  tag Errors
  valueToStore get global Errors
  call TinyDB1 .StoreValue
  tag Putouts
  valueToStore get global Putouts

```

```

when BackButton .Click
do
  open another screen screenName Screen1
  initialize global Ks to 0
  initialize global LetHits to 0
  initialize global BBs to 0
  initialize global InningsPitched to 0
  initialize global EarnedRuns to 0
  initialize global Balls to 0
  initialize global ERA to 0
  initialize global BattersFaced to 0
  initialize global Strikes to 0
  initialize global KtoBB to 0
  initialize global Pitches to 0

```

```

when PitchingResult .BeforePicking
do
  set PitchingResult . Elements to [make a list
  Strikes
  Strikeouts
  Balls
  Base on Balls
  Hits
  Earned Runs

```

```

to CalcKtoBB
do
  if [get global BBs > 0]
  then
    set global KtoBB to [get global Ks / get global BBs]
    set ActualKtoBB . Text to [get global KtoBB]
    call TinyDB1 .StoreValue
    tag KtoBB
    valueToStore get global KtoBB

```

```

to CalcERA
do
  if [get global InningsPitched > 0]
  then
    set global ERA to [get global EarnedRuns * 9 / get global InningsPitched]
    set ActualERA . Text to [get global ERA]
    call TinyDB1 .StoreValue
    tag ERA
    valueToStore get global ERA

```



```

to Reset
do
  set global BBs to 0
  set global Balls to 0
  set global BattersFaced to 0
  set global ERA to 0
  set global EarnedRuns to 0
  set global InningsPitched to 0
  set global KtoBB to 0
  set global Ks to 0
  set global Pitches to 0
  set global LetHits to 0
  set global Strikes to 0
  set ActualPitch . Text to 0
  set ActualStrikes . Text to 0
  set ActualStrikeouts . Text to 0
  set ActualBalls . Text to 0
  set ActualBaseOnBalls . Text to 0
  set ActualHits . Text to 0
  set ActualKtoBB . Text to "0.000"
  set ActualRuns . Text to 0
  set ActualERA . Text to "0.00"
  set ActualInningsPitched . Text to 0
  set ActualBattersFaced . Text to 0
  call TinyDB1 .ClearAll
  call TinyDB1 .ClearTag
  tag "BattersFaced"
  call TinyDB1 .ClearTag
  tag "InningsPitched"
  call TinyDB1 .ClearTag
  tag "Balls"
  call TinyDB1 .ClearTag
  tag "EarnedRuns"
  call TinyDB1 .ClearTag
  tag "LetHits"
  call TinyDB1 .ClearTag
  tag "Ks"
  call TinyDB1 .ClearTag
  tag "BBs"
  call TinyDB1 .ClearTag
  tag "ERA"
  call TinyDB1 .ClearTag
  tag "KtoBB"
  call TinyDB1 .ClearTag
  tag "Strikes"
  call TinyDB1 .ClearTag
  tag "Pitches"

```

```

when PitchingStatistics .Initialize
do
  set global Pitches to call TinyDB1 .GetValue
  tag "Pitches"
  valueIfTagNotThere 0
  set ActualPitch . Text to get global Pitches
  set global Strikes to call TinyDB1 .GetValue
  tag "Strikes"
  valueIfTagNotThere 0
  set ActualStrikes . Text to get global Strikes
  set global Balls to call TinyDB1 .GetValue
  tag "Balls"
  valueIfTagNotThere 0
  set ActualBalls . Text to get global Balls
  set global Ks to call TinyDB1 .GetValue
  tag "Ks"
  valueIfTagNotThere 0
  set ActualStrikeouts . Text to get global Ks
  set global BBs to call TinyDB1 .GetValue
  tag "BBs"
  valueIfTagNotThere 0
  set ActualBaseOnBalls . Text to get global BBs
  set global LetHits to call TinyDB1 .GetValue
  tag "LetHits"
  valueIfTagNotThere 0
  set ActualHits . Text to get global LetHits
  set global InningsPitched to call TinyDB1 .GetValue
  tag "InningsPitched"
  valueIfTagNotThere 0
  set ActualInningsPitched . Text to get global InningsPitched
  set global EarnedRuns to call TinyDB1 .GetValue
  tag "EarnedRuns"
  valueIfTagNotThere 0
  set ActualRuns . Text to get global EarnedRuns
  set global BattersFaced to call TinyDB1 .GetValue
  tag "BattersFaced"
  valueIfTagNotThere 0
  set ActualBattersFaced . Text to get global BattersFaced
  set global ERA to call TinyDB1 .GetValue
  tag "ERA"
  valueIfTagNotThere 0
  set ActualERA . Text to get global ERA
  set global KtoBB to call TinyDB1 .GetValue
  tag "KtoBB"
  valueIfTagNotThere 0
  set ActualKtoBB . Text to get global KtoBB

```

```

when AddInningButton .Click
do
  set global InningsPitched to get global InningsPitched + 1
  set ActualInningsPitched . Text to get global InningsPitched
  call TinyDB1 .StoreValue
  tag "EarnedRuns"
  valueToStore get global EarnedRuns
  call CalcERA

```

```

when AddPitchButton .Click
do
  set global Pitches to get global Pitches + 1
  set ActualPitch . Text to get global Pitches

```

```
when PitchingResult .AfterPicking
do
  if PitchingResult . Selection = Balls
  then
    set global Balls to (get global Balls) + 1
    set ActualBalls . Text to (get global Balls)
    call TinyDB1 .StoreValue
      tag Balls
      valueToStore (get global Balls)
  if PitchingResult . Selection = Strikes
  then
    set global Strikes to (get global Strikes) + 1
    set ActualStrikes . Text to (get global Strikes)
    call TinyDB1 .StoreValue
      tag Strikes
      valueToStore (get global Strikes)
  if PitchingResult . Selection = Strikeouts
  then
    set global Ks to (get global Ks) + 1
    set ActualStrikeouts . Text to (get global Ks)
    call CalcKtoBB
    call TinyDB1 .StoreValue
      tag Ks
      valueToStore (get global Strikes)
  if PitchingResult . Selection = Base on Balls
  then
    set global BBs to (get global BBs) + 1
    set ActualBaseOnBalls . Text to (get global BBs)
    call TinyDB1 .StoreValue
      tag BBs
      valueToStore (get global BBs)
    call CalcKtoBB
  if PitchingResult . Selection = Hits
  then
    set global LetHits to (get global LetHits) + 1
    set ActualHits . Text to (get global LetHits)
    call TinyDB1 .StoreValue
      tag LetHits
      valueToStore (get global LetHits)
  if PitchingResult . Selection = Earned Runs
  then
    set global EarnedRuns to (get global EarnedRuns) + 1
    set ActualEarnedRuns . Text to (get global EarnedRuns)
    call CalcERA
    call TinyDB1 .StoreValue
      tag EarnedRuns
      valueToStore (get global EarnedRuns)
```

```
when ResetButton .Click
do
  call Reset
```

```
when AddBatterButton .Click
do
  set global BattersFaced to (get global BattersFaced) + 1
  set ActualBattersFaced . Text to (get global BattersFaced)
  call TinyDB1 .StoreValue
    tag BattersFaced
    valueToStore (get global BattersFaced)
```