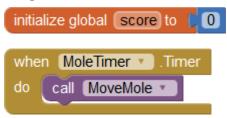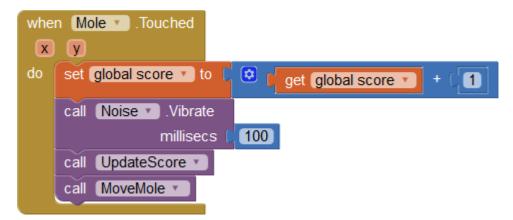# Define the functionality of the components of the MoleMash game-The Blocks Editor

The **global variable** "**score**" with initial value 0 is created.

`initialize global score to 0`

`when MoleTimer ▾ .Timer`
`do call MoveMole ▾`

Mole.Timer is an **event handler**. It is called every 500 milliseconds.

```
when Mole ▾ .Touched
  x  y
do  set global score ▾ to    get global score ▾ + 1
    call Noise ▾ .Vibrate
              millisecs 100
    call UpdateScore ▾
    call MoveMole ▾
```

Mole.Touched is an **event handler**. It is called when Mole ImageSprite is touched by the user.

Noise.Vibrate is a **method call**.

Set blocks are used for incrementing by 1 the value of global score.
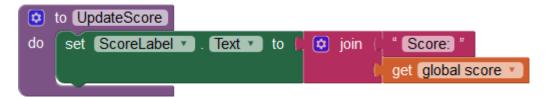
UpdateScore and MoveMe are **procedure calls.**

```
when ResetButton ▾ .Click
do  set global score ▾ to 0
    call UpdateScore ▾
```

ResetButton.Click is an **event handler**. It is called when the user taps and releases the ResetButton button.
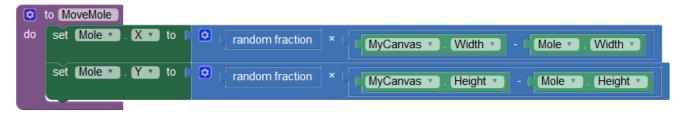
UpdateScore is a **procedure call**.

Set block is used for **setting** the initial value of global score to 0.

UpdateScore is a **procedure definition**.

MoveMole is a **procedure definition**. Set blocks are used for setting values for Mole's ImageSprite coordinates.