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Processing sketch.
How does it work?

Key variables.

int step = 0;
indicates the progression of the user through the screens

int mouseposition = 0;
indicates which buttons are active and their position

Declaration block.

We inizialized all the images we needed.
Both their name and their variable name are classified by the page they represent in the flowchart.
So we used a three digit number. The first digit indicates the main menù channel, and the other two digits indicate the progress of the screens.
So, for example, if we have 312, it means that we are in the 12th page of the Browse Items section (the 3rd one).
Then we have exceptions, that are always expressed like four digits numbers: the first digit indicates always which channel the exception belongs to, and the other digits make you understand at which level of the flowchart you can find that image.

Loading Block.

We used it to load all the images we needed.

Draw cycle.

The draw cycle contains a switch that checks the step value.
For every step value, it shows the corresponding page and it stops until the next event.

Mouse Pressed cycle.

The mousedPressed cycle is only used to prototype the pressing feedback on the main menù.
While the mouse is pressed, the draw cycle shows the image of the button feedback.

Mouse Released cycle.

Every choice is confirmed on mouseReleased.
In this cycle, there is a switch that checks, for each step, the value of mousepressed.
Each value corresponds to an available space for click, that changes the step number.

So, when we come back to the draw cycle, it will show the new screen and wait for other events.

Back button.

In every screen we can choose the Home button, that sets the step variable to 11, so it shows the beginning animation and brings you to the main menù.

Take a look at the code!

```
PImage gobo101;
PImage gobo1001;
PImage gobo1002;
PImage gobo1003;
PImage gobo102;
PImage gobo1021;
PImage gobo1022;
PImage gobo1023;
PImage gobo1024;
PImage gobo1025;
PImage gobo103;
PImage gobo1031;
PImage gobo1;
PImage gobo2;
PImage gobo201;
PImage gobo202;
PImage gobo203;
PImage gobo204;
PImage gobo2041;  //First category selected
PImage gobo2042;  //Second category selected
PImage gobo2043;  //Third category selected
PImage gobo205;   // All categories selected
PImage gobo206;
PImage gobo207;
PImage gobo208;
PImage gobo301;
PImage gobo3011; //First category selected - browse
PImage gobo3012; //Second category selected - browse
PImage gobo3013; //Third category selected - browse
PImage gobo302;
PImage gobo303;
PImage gobo3031; //image big
PImage gobo304;
PImage gobo305;
PImage gobo3041;
PImage gobo3042;
PImage gobo3051;
PImage gobo3000;

//questo è il codice per il suono

IPhone myIPhone = new IPhone();
PSound tinaSound;

int countdown = 201;
int mouseposition = 0;
int step = 0;
int yco = 0;
int ycoef=44;
int ycount = 0;
int i=0;

void setup()
{
  size(320,480);
  frameRate(30);
  background(255);

  gobo1 = loadImage("0-gobo-home1.png");
```

```
  gobo2 = loadImage("1-menu-off.png");
  gobo101 = loadImage("101-next-auction.png");
  gobo103 = loadImage("gallery-intera.png");
  gobo1031 = loadImage("103-gallery CONTENT.png"); //unused at the moment - all melt in
gobo103
  gobo1001 = loadImage("1001-menu-on-1.png");
  gobo1002 = loadImage("1002-menu-on-2.png");
  gobo1003 = loadImage("1003-menu-on-3.png");
  gobo102 = loadImage("102-next-auction-item.png");
  gobo1021 = loadImage("102sold-next-auction-item.png");
  gobo1022 = loadImage("1022-next-auction-item.png");
  gobo1023 = loadImage("1023-next-auction-item.png");
  gobo1024 = loadImage("1024-next-auction-item.png");
  gobo1025 = loadImage("1025-next-auction-item.png");
  gobo201 = loadImage("201-insert-1a.png");
  gobo202 = loadImage("202-insert-1b.png");
  gobo203 = loadImage("203-insert-1c.png");
  gobo204 = loadImage("204-categories-off.png");
  gobo2041 = loadImage("2041-insert5-1.png");
  gobo2042 = loadImage("2042-insert5-2.png");
  gobo2043 = loadImage("2043-insert5-3.png");
  gobo205 = loadImage("205-categories-on.png");
  gobo206 = loadImage("206-insert-2a.png");
  gobo207 = loadImage("207-insert-2b.png");
  gobo208 = loadImage("208-insert8.png");
  gobo301 = loadImage("301-categories-off.png");
  gobo3011 = loadImage("3011-browse.png");
  gobo3012 = loadImage("3012-browse.png");
  gobo3013 = loadImage("3013-browse.png");
  gobo302 = loadImage("302-categories-on.png");
  gobo303 = loadImage("gallery-intera.png");
  gobo3031 = loadImage("3031-CONTENT.png"); //unused
  gobo304 = loadImage("304-singleitem.png");
  gobo3041 = loadImage("305-another single item.png");
  gobo3042 = loadImage("306-another single item.png");
  gobo3051 = loadImage("tina view.png");
  gobo3000 = loadImage("300something-YOURITEM.jpg");


  //codice suono
   tinaSound = myIPhone.loadSound("tina-sample.AIF");
}


void draw()
{
switch(step) {
  case 0:
    image(gobo1,0,0);
    break;

   //Forward animation
  case 1:
    image(gobo2,0,0);
    image(gobo1,0,yco);
    yco = yco - ycoef;
    ycoef = ycoef-2;
    if (yco < -480) { step = 10; ycoef=0; yco = -480; };
    break;

   // Backward animation
  case 11:
    image(gobo1,0,yco);
    yco = yco + ycoef;
```

```
      ycoef = ycoef+2;
      if (yco >= 0) { step = 1; ycoef=44; yco = 0; };
      break;

      //Main
    case 10:
      image(gobo2,0,0);
      break;
    case 101:
      image(gobo101,0,0);
      break;


    case 102:

      countdown = countdown -1;  // HELL YEAH!!! - this is the countdown.
      switch (countdown) {
        case 200:
          image(gobo102,0,0);
          break;
        case 120:
          image(gobo1025,0,0); //4
          break;
        case 90:
          image(gobo1024,0,0); //3
          break;
        case 60:
          image(gobo1023,0,0); //2
          break;
        case 30:
          image(gobo1022,0,0); //1
          break;

      }
      if (countdown == 0) { step = 1021; image(gobo1021,0,0); }  //Change step, go for
another step, the one you WIN or you LOOSE and this item auction is ended.

      break;

    case 103:
      //image(gobo1031,0,40); unused
      image(gobo103,0,0);
      break;


    case 1001:
      image(gobo1001,0,0);
      break;
    case 1002:
      image(gobo1002,0,0);
      break;
    case 201:
      image(gobo201,0,0);
      break;
    case 202:
      image(gobo202,0,0);
      break;
    case 203:
      image(gobo203,0,0);
      break;
    case 204:
      image(gobo204,0,0);
      break;
    case 2041:
```

```
      image(gobo2041,0,0);
    break;
case 2042:
    image(gobo2042,0,0);
    break;
case 2043:
    image(gobo2043,0,0);
    break;
case 205:
    image(gobo205,0,0);
    break;
case 206:
    image(gobo206,0,0);
    break;
case 207:
    image(gobo207,0,0);
    break;
case 208:
    image(gobo208,0,0);
    break;
case 1003:
    image(gobo1003,0,0);
    break;
case 301:
    image(gobo301,0,0);
    break;
case 3011:
    image(gobo3011,0,0);
    break;
case 3012:
    image(gobo3012,0,0);
    break;
case 3013:
    image(gobo3013,0,0);
    break;
case 302:
    image(gobo302,0,0);
    break;
case 303:
    image(gobo303,0,0);
    break;
case 304:
    image(gobo304,0,0);
      tinaSound.play();
      frameCount(660);
      tinaSound.stop();
    // AND THEN STOP THE VIDEOSOUND
    // stop(sample);
    break;
case 3041:
    image(gobo3041,0,0);
    // AND THEN STOP THE VIDEOSOUND
    // stop(sample);
    break;
case 3042:
    image(gobo3042,0,0);
    // AND THEN STOP THE VIDEOSOUND
    // stop(sample);
    break;
case 305:
    image(gobo3051,0,0); //SIMULATE THE VIDEO AND PLAYS THE SOUND
    image(gobo305,0,0);
      println("play sound");
```

```
  //codice suono
      //tinaSound.rewind();
      tinaSound.play();
      frameCount(660);
      tinaSound.stop();

  case 3000:
    image(gobo3000,0,0);
    break;

}

}


void mousePressed() {
  println(mouseX + " : " + mouseY + " step: " + step);

  if(mouseX > 0 && mouseX < width && mouseY > 50 && mouseY < 197) { mouseposition =
1; } // Next auction
  if(mouseX > 0 && mouseX < width && mouseY > 198 && mouseY < 342) { mouseposition =
2; } // Insert Story
  if(mouseX > 0 && mouseX < width && mouseY > 343 && mouseY < 480) { mouseposition =
3; } // Browse Stories

  if(mouseX > 137 && mouseX < 192 && mouseY > 424 && mouseY < height) { mouseposi-
tion = 4; } // Bottom center button
  if(mouseX > 12 && mouseX < 90 && mouseY > 424 && mouseY < 462) { mouseposition =
5; } // Bottom left button
  if(mouseX > 230 && mouseX < 310 && mouseY > 424 && mouseY < 462) { mouseposition =
6; } // Bottom right button

  //if(mouseX > 0 && mouseX < width && mouseY > 52 && mouseY < 431 && step == 201)
{ mouseposition = 7; } // Screen before recording video
  //if(mouseX > 0 && mouseX < width && mouseY > 52 && mouseY < 431 && step == 202)
{ mouseposition = 7; } // Screen while recording video


  //CATEGORIES STEP - //CATEGORIES STEP - //CATEGORIES STEP - //CATEGORIES STEP -
//CATEGORIES STEP - //CATEGORIES STEP - //CATEGORIES STEP -

  if(mouseX > 20 && mouseX < 73 && mouseY > 77 && mouseY < 129 && step == 204)  {
mouseposition = 8; } // Top left first category - insert
  if(mouseX > 95 && mouseX < 149 && mouseY > 173 && mouseY < 225 && step == 2041)  {
mouseposition = 81; } // Midleft category - insert
  if(mouseX > 20 && mouseX < 73 && mouseY > 269 && mouseY < 322 && step == 2042)  {
mouseposition = 82; } // Midleft category 2 - insert
  if(mouseX > 246 && mouseX < 301 && mouseY > 367 && mouseY < 420 && step == 2043)
{ mouseposition = 83; } // Downright category - insert

  if(mouseX > 20 && mouseX < 73 && mouseY > 77 && mouseY < 129 && step == 301)  {
mouseposition = 8; } // Top left first category - browse
  if(mouseX > 95 && mouseX < 149 && mouseY > 173 && mouseY < 225 && step == 3011)  {
mouseposition = 81; } // Midleft category - browse
  if(mouseX > 20 && mouseX < 73 && mouseY > 269 && mouseY < 322 && step == 3012)  {
mouseposition = 82; } // Midleft category 2 - browse
  if(mouseX > 246 && mouseX < 301 && mouseY > 367 && mouseY < 420 && step == 3013)
{ mouseposition = 83; } // Downright category - browse


  //ALL FROM THE INSERT TEXT -   //ALL FROM THE INSERT TEXT -   //ALL FROM THE
INSERT TEXT -   //ALL FROM THE INSERT TEXT -
```

```
  if(mouseX > 12 && mouseX < 90 && mouseY > 220 && mouseY < 258 && step == 205) {
mouseposition = 9; } // Mid left button
  if(mouseX > 230 && mouseX < 310 && mouseY > 220 && mouseY < 258 && step == 205) {
mouseposition = 10; } // Mid right button
  if(mouseX > 12 && mouseX < 90 && mouseY > 220 && mouseY < 258 && step == 206) {
mouseposition = 9; } // Mid left button
  if(mouseX > 230 && mouseX < 310 && mouseY > 220 && mouseY < 258 && step == 206) {
mouseposition = 10; } // Mid right button

  //OTHERS

  if(mouseX > 118 && mouseX < 209 && mouseY > 424 && mouseY < height && step == 101)
{ mouseposition = 111; } // Large Bottom center button
  if(mouseX > 0 && mouseX < width && mouseY > 52 && mouseY < 431 && step == 101)  {
mouseposition = 11; } // Next auction flyer space

  if(mouseX > 10 && mouseX < 122 && mouseY > 150 && mouseY < 201 && step == 206)  {
mouseposition = 12; } // Insert price

  if(mouseX > 181 && mouseX < 301 && mouseY > 92 && mouseY < 171 && step == 303)  {
mouseposition = 13; } // Enter Tina
  if(mouseX > 22 && mouseX < 140 && mouseY > 92 && mouseY < 171 && step == 303)  {
mouseposition = 131; } // Enter Tina
  if(mouseX > 22 && mouseX < 140 && mouseY > 230 && mouseY < 310 && step == 303)  {
mouseposition = 132; } // Enter Tina

  if(mouseX > 243 && mouseX < 287 && mouseY > 232 && mouseY < 275 && step == 304)  {
mouseposition = 14; } // Play and stop video


  if(mouseX > 290 && mouseX < width && mouseY > 40 && mouseY < height && step ==
304)  { mouseposition = 15; } // Right side to exchange the photo
  if(mouseX > 0 && mouseX < 25 && mouseY > 40 && mouseY < height && step == 304)  {
mouseposition = 16; }

  if(mouseX > 290 && mouseX < width && mouseY > 40 && mouseY < height && step ==
3041)  { mouseposition = 15; } // Right side to exchange the photo
  if(mouseX > 0 && mouseX < 25 && mouseY > 40 && mouseY < height && step == 3041)  {
mouseposition = 16; } //Left side exchange the photo

  if(mouseX > 290 && mouseX < width && mouseY > 40 && mouseY < height && step ==
3042)  { mouseposition = 15; } // Right side to exchange the photo
  if(mouseX > 0 && mouseX < 25 && mouseY > 40 && mouseY < height && step == 3042)  {
mouseposition = 16; } //Left side exchange the photo

  //if(mouseX > 70 && mouseX < 100 && mouseY > 12 && mouseY < 40) { mouseposition =
20; }  //Back button // THIS IS THE BACK BUTTON FIELD, PUT OFF THIS COMMENT TO ACTI-
VATE IT


  switch(step) {

    //Home
    case 10:
      switch(mouseposition) {
        case 1:
          step = 1001;
          break;
        case 2:
          step = 1002;
          break;
        case 3:
          step = 1003;
```

```
          break;
      }
        break;


}

}


void mouseReleased() {
  println(mouseX + " : " + mouseY + " step: " + step);

  if(mouseX > 0 && mouseX < width && mouseY > 50 && mouseY < 197) { mouseposition =
1; } // Next auction
  if(mouseX > 0 && mouseX < width && mouseY > 198 && mouseY < 342) { mouseposition =
2; } // Insert Story
  if(mouseX > 0 && mouseX < width && mouseY > 343 && mouseY < 480) { mouseposition =
3; } // Browse Stories

  if(mouseX > 137 && mouseX < 192 && mouseY > 424 && mouseY < height) { mouseposi-
tion = 4; } // Bottom center button
  if(mouseX > 12 && mouseX < 90 && mouseY > 424 && mouseY < 462) { mouseposition =
5; } // Bottom left button
  if(mouseX > 230 && mouseX < 310 && mouseY > 424 && mouseY < 462) { mouseposition =
6; } // Bottom right button

  //if(mouseX > 0 && mouseX < width && mouseY > 52 && mouseY < 431 && step == 201)
{ mouseposition = 7; } // Screen before recording video
  //if(mouseX > 0 && mouseX < width && mouseY > 52 && mouseY < 431 && step == 202)
{ mouseposition = 7; } // Screen while recording video


 //CATEGORIES STEP - //CATEGORIES STEP - //CATEGORIES STEP - //CATEGORIES STEP -
//CATEGORIES STEP - //CATEGORIES STEP - //CATEGORIES STEP -

  if(mouseX > 20 && mouseX < 73 && mouseY > 77 && mouseY < 129 && step == 204)  {
mouseposition = 8; } // Top left first category - insert
  if(mouseX > 95 && mouseX < 149 && mouseY > 173 && mouseY < 225 && step == 2041)  {
mouseposition = 81; } // Midleft category - insert
  if(mouseX > 20 && mouseX < 73 && mouseY > 269 && mouseY < 322 && step == 2042)  {
mouseposition = 82; } // Midleft category 2 - insert
  if(mouseX > 246 && mouseX < 301 && mouseY > 367 && mouseY < 420 && step == 2043)
{ mouseposition = 83; } // Downright category - insert

  if(mouseX > 20 && mouseX < 73 && mouseY > 77 && mouseY < 129 && step == 301)  {
mouseposition = 8; } // Top left first category - browse
  if(mouseX > 95 && mouseX < 149 && mouseY > 173 && mouseY < 225 && step == 3011)  {
mouseposition = 81; } // Midleft category - browse
  if(mouseX > 20 && mouseX < 73 && mouseY > 269 && mouseY < 322 && step == 3012)  {
mouseposition = 82; } // Midleft category 2 - browse
  if(mouseX > 246 && mouseX < 301 && mouseY > 367 && mouseY < 420 && step == 3013)
{ mouseposition = 83; } // Downright category - browse


  if(mouseX > 12 && mouseX < 90 && mouseY > 220 && mouseY < 258 && step == 206) {
mouseposition = 9; } // Mid left button
  if(mouseX > 230 && mouseX < 310 && mouseY > 220 && mouseY < 258 && step == 206) {
mouseposition = 10; } // Mid right button
  if(mouseX > 12 && mouseX < 90 && mouseY > 220 && mouseY < 258 && step == 207) {
mouseposition = 9; } // Mid left button
  if(mouseX > 230 && mouseX < 310 && mouseY > 220 && mouseY < 258 && step == 207) {
```

```
mouseposition = 10; } // Mid right button

   if(mouseX > 118 && mouseX < 209 && mouseY > 424 && mouseY < height && step == 101)
{ mouseposition = 111; } // Large Bottom center button
   if(mouseX > 0 && mouseX < width && mouseY > 52 && mouseY < 431 && step == 101)  {
mouseposition = 11; } // Next auction flyer

   if(mouseX > 10 && mouseX < 122 && mouseY > 150 && mouseY < 201 && step == 206)  {
mouseposition = 12; } // Insert price

   if(mouseX > 181 && mouseX < 301 && mouseY > 92 && mouseY < 171 && step == 303)  {
mouseposition = 13; } // Enter Tina
   if(mouseX > 22 && mouseX < 140 && mouseY > 92 && mouseY < 171 && step == 303)  {
mouseposition = 131; } // Enter Tina
   if(mouseX > 22 && mouseX < 140 && mouseY > 230 && mouseY < 310 && step == 303)  {
mouseposition = 132; } // Enter Tina

   if(mouseX > 243 && mouseX < 287 && mouseY > 232 && mouseY < 275 && step == 304)  {
mouseposition = 14; } // Play and stop video

   if(mouseX > 290 && mouseX < width && mouseY > 40 && mouseY < height && step ==
304)  { mouseposition = 15; } // Right side to exchange the photo
   if(mouseX > 0 && mouseX < 25 && mouseY > 40 && mouseY < height && step == 304)  {
mouseposition = 16; }

   if(mouseX > 290 && mouseX < width && mouseY > 40 && mouseY < height && step ==
3041)  { mouseposition = 15; } // Right side to exchange the photo
   if(mouseX > 0 && mouseX < 25 && mouseY > 40 && mouseY < height && step == 3041)  {
mouseposition = 16; } //Left side exchange the photo

   if(mouseX > 290 && mouseX < width && mouseY > 40 && mouseY < height && step ==
3042)  { mouseposition = 15; } // Right side to exchange the photo
   if(mouseX > 0 && mouseX < 25 && mouseY > 40 && mouseY < height && step == 3042)  {
mouseposition = 16; } //Left side exchange the photo


   //if(mouseX > 70 && mouseX < 100 && mouseY > 12 && mouseY < 40) { mouseposition =
20; }  //Back button // THIS IS THE BACK BUTTON FIELD, PUT OFF THIS COMMENT TO ACTI-
VATE IT


   switch(step) {

    //Intro
     case 0:
       step = 1;
       break;

    case 1001: step = 101; break;
    case 1002: step = 201; break;
    case 1003: step = 301; break;

     //Next Auction -Next Auction -Next Auction -Next Auction -Next Auction -Next
Auction -Next Auction -Next Auction -
     case 101:
        switch(mouseposition) {
         case 11:
           step = 102;
           break;
         case 111:
           step = 103;
           break;
      }
```

```
        break;

    case 102:
        switch(mouseposition) {
          case 5:
           step = 103;
           break;
          case 6:
           countdown = 160;
           break;
       }

        break;

    case 1021:
        switch(mouseposition) {
          case 5:
           step = 103;
           break;
          case 6:
           step = 103;
           break;
       }

        break;

    case 103:
        switch(mouseposition) {
         case 5:
           step = 302;
           break;
         case 13:
           step = 304;
           break;
         case 20:        //back button
           step = 302; //back button
           break;       //back button
       }
      break;




    //Insert Item - Insert Item -Insert Item -Insert Item -Insert Item -Insert Item
-Insert Item -Insert Item -
    case 201:
      switch(mouseposition) {
        case 4:
          step = 202;
          break;
        case 7:          //we need it if we allow user to click the screen in order to
start recording video
          step = 202;
          break;
      //case 20:        //back button
        //step = 1;    //back button
        //break;        //back button
       }
      break;

    //Insert Item step 2
    case 202:
      switch(mouseposition) {
```

```
      case 4:
        step = 203;
        break;
      case 7:          //we need it if we allow user to click the screen in order to
start recording video
        step = 203;
        break;
    }
    break;

  //Just recorded the video
  case 203:
    switch(mouseposition) {
      case 5:
        step = 201;
        break;
      case 6:
        step = 204;
        break;
      case 20:      //back button
        step = 201; //back button
        break;      //back button
    }
    break;

// Categories
case 204:
    switch(mouseposition) {
      case 5:
        step = 203;
        break;
      case 8:
        step = 2041;
        break;
     case 20:        //back button
        step = 203; //back button
        break;      //back button
    }
    break;

//FIRST CAT
case 2041:
    switch(mouseposition) {
      case 5:
        step = 204;
        break;
      case 81:
        step = 2042;
        break;
      case 20:      //back button
        step = 204; //back button
        break;      //back button
    }
    break;

//SECOND CAT
case 2042:
    switch(mouseposition) {
      case 5:
        step = 204;
        break;
      case 82:
        step = 2043;
```

```
          break;
        case 20:      //back button
          step = 2041; //back button
          break;      //back button
      }
      break;

  //THIRD CAT
  case 2043:
      switch(mouseposition) {
        case 5:
          step = 204;
          break;
        case 83:
          step = 205;
          break;
        case 20:      //back button
          step = 2042; //back button
          break;      //back button
      }
      break;

  // Categories pressed - 4 CAT -
  case 205:
      switch(mouseposition) {
        case 5:
          step = 204;
          break;
        case 6:
          step = 206;
          break;
        case 20:      //back button
          step = 204; //back button
          break;      //back button
      }
      break;

  //Insert name
  case 206:
      switch(mouseposition) {
        case 9:
          step = 205;
          break;
        case 10:
          step = 207;
          break;
        case 12:
          step = 207;
          break;
        case 20:      //back button
          step = 205; //back button
          break;      //back button
      }
      break;

  //Insert price
  case 207:
      switch(mouseposition) {
        case 9:
          step = 206;
          break;
        case 10:
          step = 208;
```

```
          break;
        case 20:        //back button
          step = 206; //back button
          break;       //back button
      }
      break;

  //Browse item - YOUR ITEM
  case 208:
      switch(mouseposition) {
        case 20:        //back button
          step = 207; //back button
          break;       //back button
      }
      break;




  //Browse Items - Browse Items - Browse Items - Browse Items - Browse Items -
Browse Items -


  // Categories
  case 301:
      switch(mouseposition) {
        case 5:
          step = 1;
          break;
        case 8:
          step = 3011;
          break;
        case 20:        //back button
          step = 10; //back button
          break;       //back button

      }
      break;
  case 3011:
      switch(mouseposition) {
        case 5:
          step = 301;
          break;
        case 81:
          step = 3012;
          break;
        case 20:        //back button
          step = 10; //back button
          break;       //back button

      }
      break;

  case 3012:
      switch(mouseposition) {
        case 5:
          step = 301;
          break;
        case 82:
          step = 3013;
          break;
        case 20:         //back button
          step = 3011;  //back button
          break;         //back button
```

```
      }
    break;

case 3013:
    switch(mouseposition) {
      case 5:
        step = 301;
        break;
      case 83:
        step = 302;
        break;
      case 20:        //back button
        step = 3012; //back button
        break;        //back button


    }
    break;

//Categories pressed
case 302:
    switch(mouseposition) {
      case 5:
        step = 301;
        break;
      case 6:
        step = 303;
        break;
      case 20:        //back button
        step = 301; //back button
        break;        //back button
    }
    break;

//Search result
case 303:
    switch(mouseposition) {
      case 5:
        step = 302;
        break;
      case 130:
        step = 3041;
        break;
      case 131:
        step = 3042;
        break;
      case 13:
        step = 304;
        break;
      case 20:        //back button
        step = 302; //back button
        break;        //back button
    }
    break;


 //Single item
case 304:
    switch(mouseposition) {
     // case 5:
     //   step = 302;
     //   break;
     //   case 15:
     //     step = 3041;
```

```
//      break;
//    case 16:
//      step = 3042;
//      break;
//    case 14:
//      step = 304;
//tinaSound = myIPhone.loadSound("tina-sample.AIF");
//      break;
//    case 20:       //back button
//    step = 303;  //back button
//    break;         //back button
      }
      break;

  case 3041:
      switch(mouseposition) {
       // case 5:
       //    step = 302;
       //    break;
          case 15:
            step = 3042;
            break;
          case 16:
            step = 304;
            break;
          case 20:       //back button
          step = 303;  //back button
          break;         //back button
      }
      break;

  case 3042:
      switch(mouseposition) {
       // case 5:
       //    step = 302;
       //    break;
          case 15:
            step = 304;
            break;
          case 16:
            step = 3041;
            break;
          case 20:        //back button
          step = 303;  //back button
          break;         //back button
      }
      break;



}

mouseposition = 0;   //reset the memory of the click-in

//FORWARD BUTTON
//  if(mouseX > 218 && mouseX < 246 && mouseY > 12 && mouseY < 40) {
//    step=1;
//  }


  // HOME BUTTON
if(mouseX > 10 && mouseX < 40 && mouseY > 10 && mouseY < 40) { step=11; }

}
```