

## Data Analysis and Hours of Screen Time

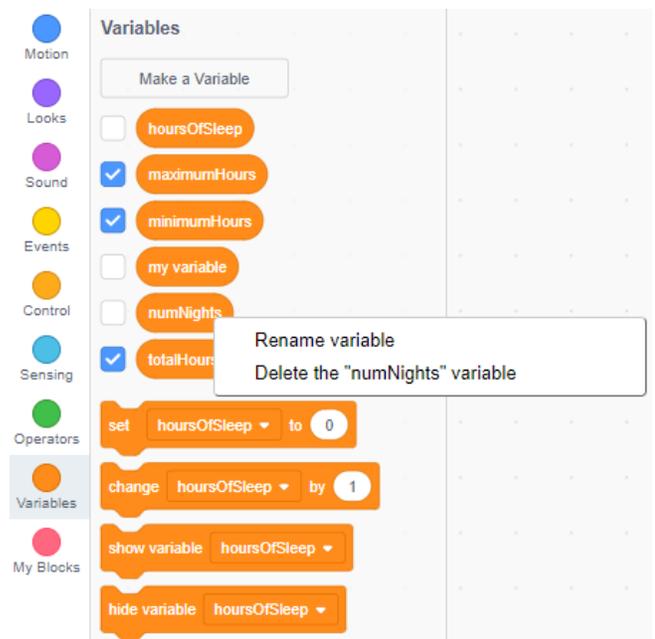
Start with the Hours of Sleep application that you created for Master 5 a–i. Here’s a version of that application if you didn’t save yours:

<https://scratch.mit.edu/projects/702954542/editor>

**Remember:** you must be logged in to save your work in your Scratch account.

Here are some tips for creating the Hours of Screen Time application.

- If you alter the previous code, rename the variables instead of creating new ones.  
To do this, go to **Variables**, right click on a variable, and select **Rename variable**.
- Name your variables using descriptive terms.  
For example, replace **numNights** with **numDays**, and **hoursOfSleep** with **hoursOfScreenTime**.



- Select a relevant **Backdrop** or create/upload your own.

## Data Analysis and Hours of Screen Time (cont'd)

### Extensions:

- Allow the user to change the number of days for which they'd like to input data.
- Provide feedback to the user based on their data.
  - For example, if their mean screen time is greater than 5 h per day, provide tips to reduce the number of hours.
  - Or share information about the negative effects of spending too much time on screens.  
Conditional statements are helpful for this.
- Create a list called **userData** and use it to store and display the user's input.
- Incorporate additional subprograms in your application.

