Data Analysis and   
Hours of Screen Time

**Algebra**

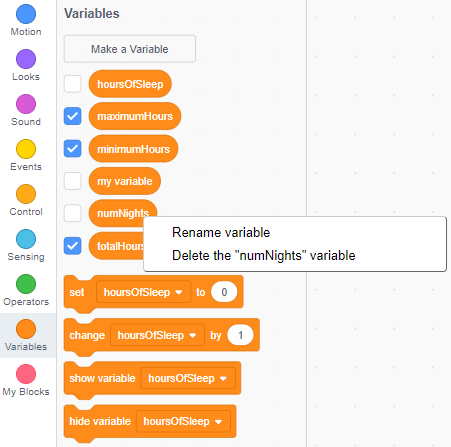
**Unit 3 Line Master 7a**

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)

**Algebra**

**Unit 3 Line Master 7b**

**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.