

The code below is an outline for this lesson. **Replace the commented lines (in grey) with the correct code from the reference sheet.**

```
/*Declare a float variable called randomNumber*/
void setup() {
  /*Initialise the variable randomNumber to random(0, 1)*/
  /*Print out the text "A monster has appeared!"*/
  /*Print out the text "Right or left click to attack!"*/
}

void draw() {
  if (/*Check if mousePressed*/ && /*Check if mouseButton equals LEFT*/) {
    /*Check if randomNumber is less than 0.5 */ {
      /*Print out the text "You attack left. You got it! Glorious victory is yours!"*/
      exit();
    } /*Replace with an else statement */ {
      /*Print out the text "You attack left. It got you!"*/
      exit();
    }
  }

  //Optional extra
  if (/*Check if mousePressed*/ && /*Check if mouseButton equals RIGHT*/) {
    /*Check if randomNumber is greater than or equal to 0.5 */ {
      /*Print out the text "You attack right. You got it! Glorious victory is yours!"*/
      exit();
    } /*Replace with an else statement */ {
      /*Print out the text "You attack right. It got you!"*/
      exit();
    }
  }
}
```

Reference sheet

/*Declare a float variable called aNumber*/	float aNumber;
/*Initialise the variable anotherNumber to random(0, 1)*/	anotherNumber = random(0, 1);
/*Print out the text "A monster has appeared!"*/	println("A monster has appeared!");
/*Check if aThirdNumber is less than 0.5 */	if (aThirdNumber < 0.5)
/*Check if aFourthNumber is greater than or equal to 0.5 */	if (aFourthNumber >= 0.5)
/*Replace with an else statement */	else
/*Check if mousePressed*/	mousePressed
/*Check if mouseButton equals LEFT*/	mouseButton == LEFT