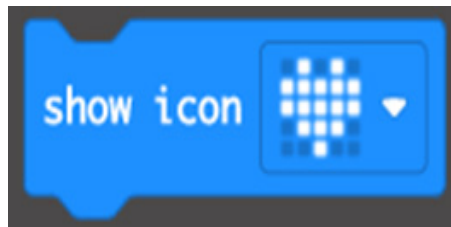


1: Modify your program so a smiley face is displayed immediately after a button is pressed.

The following code block could be used:



2: Modify your program so a different image is displayed depending on the button pressed.

3: Add another variable, named unknown, which can store the number of items that you do not know whether they can be recycled. Data can be stored in this variable, along with the value displayed, by pressing A and B together. You may wish to add other features to improve your program.