

```
when Screen1.Initialize
do
  set Clock1.TimerInterval to global BasicInterval
  set global myTime to call Clock2.FormatDateTime instant call Clock2.Now
```

```
def myTime as number 123
```

```
when Clock1.Timer
do
  call MoveMood
  call getPicture
  set MyCanvas.BackgroundColor to color White ▾
```

```
when Clock2.Timer
do
  set global myTime to call Clock2.FormatTime instant call Clock2.Now
  set NowValueLabel.Text to global myTime
  set global countdown to global countdown - number 1
  set CountdownValueLabel.Text to global countdown
```

```
def countdown as number 60
```