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using UnityEngine;

public class FartyCalculator : MonoBehaviour {

    static float apples;
    static float bananas;
    static string appleString;
    static string bananaString;
    static bool isApplesCorrect;
    static float scoreCount = 0;
    static float highScore = 0;
    static float timer;
    public AudioClip[] myFarts;
    private AudioClip currentFart;

    void Start() {

        timer = 0f;

        apples = Random.value;
        bananas = Random.value;

        appleString = apples.ToString();
        bananaString = bananas.ToString();

        if(apples > bananas)
            isApplesCorrect = true;
        else
            isApplesCorrect = false;
    }

    void Update() {
        timer+=Time.deltaTime;
        if(timer > 5f)
            Reset();
    }

    void OnGUI() {

        GUI.Label(new Rect(100, 100, 200, 30), "Pick the bigger one!");
        GUI.Label(new Rect(350, 100, 150, 60), "If you don't guess for five seconds, YOU LOSE.");
        GUI.Label(new Rect(100, 150, 200, 30), "Score: " + scoreCount.ToString());
        GUI.Label(new Rect(100, 200, 200, 30), "High Score: " + highScore.ToString());

        if(GUI.Button(new Rect(200, 300, 100, 30), appleString)) {
            if(isApplesCorrect)
                AddScore();
            else
                Reset();
        }

        if(GUI.Button(new Rect(400, 300, 100, 30), bananaString)) {
            if(!isApplesCorrect)
                AddScore();
            else
                Reset();
        }
    }

    private void Reset() {
        PickRandomFart();
        audio.PlayOneShot(audio.clip);
        highScore = scoreCount;
        scoreCount = 0;
        Start();
    }

    private void AddScore() {
        scoreCount = scoreCount + 1;
        Start();
    }
}

```