

Shopping: movement of coins/fruit

`picture` is [coin1pic, ... item3pic, coin1text, ...item3text, ...
MyCoinsText,...];

```
itemsselected = [0, 0, 1, 0, 0, 0];
```

`item3pic` is `HTMLImage("item3pic", scaleWidth*3.1, 5.5*scaleWidth-
2*scaleWidth*itemsselected[3], scaleWidth,scaleWidth,
imagelocation // itemdisplay(3));`

```
proc item3picMove : item3pic_click {  
    if(item3pic_click)  
        itemsselected[3] = 1 - itemsselected[3];  
}
```