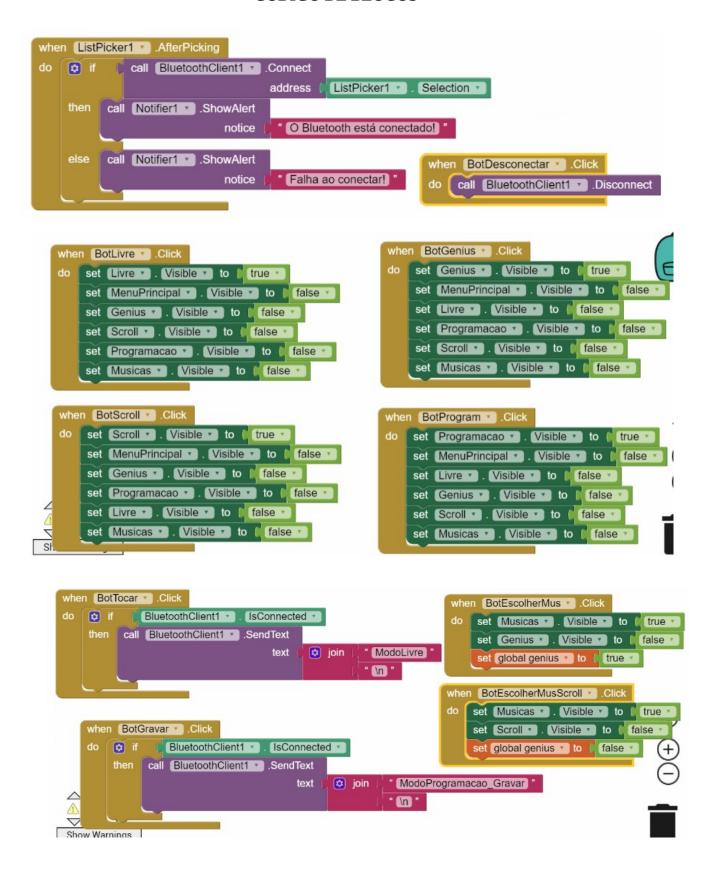
Aplicativo feito no App Inventor 2 **CÓDIGO DE BLOCOS**



```
when voltarLivre .Click
                                         when voltarGenius .Click
do set Livre . Visible to false
                                         do set Genius . Visible to false
    set MenuPrincipal v . Visible v to true v
                                             set MenuPrincipal . Visible to true
                                          when voltarScroll .Click
when voltarProg .Click
                                          do set Scroll . Visible to false
do set Programacao . Visible to false
                                             set MenuPrincipal . Visible to true
   set MenuPrincipal . Visible to true
                                                      initialize global (genius) to 🎁 false
when BotEditar .Click
             BluetoothClient1 T IsConnected T
     t if
           call BluetoothClient1 . SendText
                                                           ModoProgramacao_Editar
                                        text
                                               🔯 join
                                                           \n "
    when BotMus01 ... Click
        get global genius
              BluetoothClient1 . IsConnected .
                    call BluetoothClient1 . SendText
              then
                                                    ioin 🔯
                                                              Genius_Mus01
                                                               \n "
              call BluetoothClient1 .SendText
                                                             Scroll_Mus01
                                              text
                                                    🧔 join
                                                              " \n "
```

```
when BotaMus02 .Click
   get global genius
    then if BluetoothClient1 . IsConnected .
         then call BluetoothClient1 .SendText
                                             ioin 🔯
                                                       Genius_Mus02
                                       text
                                                       \n "
    else 🔯 if
               BluetoothClient1 -
                                   IsConnected •
               call BluetoothClient1 .SendText
                                       text
                                             🔯 join
                                                       Scroll_Mus02
                                                       \n "
```

```
when BotMus03 . Click
do
    get global genius
          BluetoothClient1 IsConnected
          then
               call BluetoothClient1 .SendText
                                        text
                                              🔯 join
                                                        " Genius Mus03 "
                                                        ' \n "
                BluetoothClient1 . IsConnected .
    else
          😅 if
          then
               call BluetoothClient1 .SendText
                                        text
                                                        " Scroll_Mus03
                                              ioin 🔯
                                                        " (n "
```

```
when BotMus04 . Click
    get global genius
         BluetoothClient1 IsConnected
    then
         then call BluetoothClient1 .SendText
                                              🧔 join
                                                       " Genius_Mus04
                                        text
                                                       " (n "
    else
         🗯 if
                 BluetoothClient1 IsConnected
               call BluetoothClient1 .SendText
         then
                                                       " Scroll_Mus04
                                        text
                                              🧔 join
                                                       " \n "
```