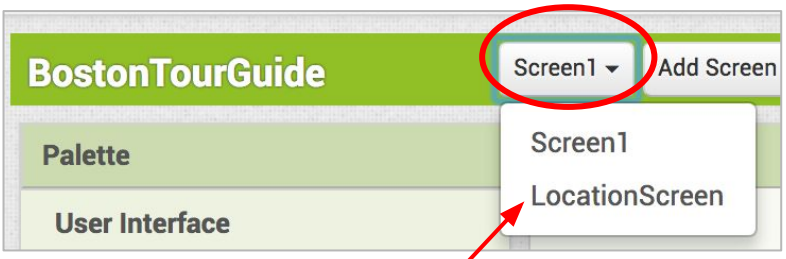
TOUR GUIDE: LOCATION SCREEN

In this lesson, you will code a second screen in you app to display and speak information about your landmarks.

CODING THE LOCATION SCREEN

1 Switch back to the **LocationScreen**.

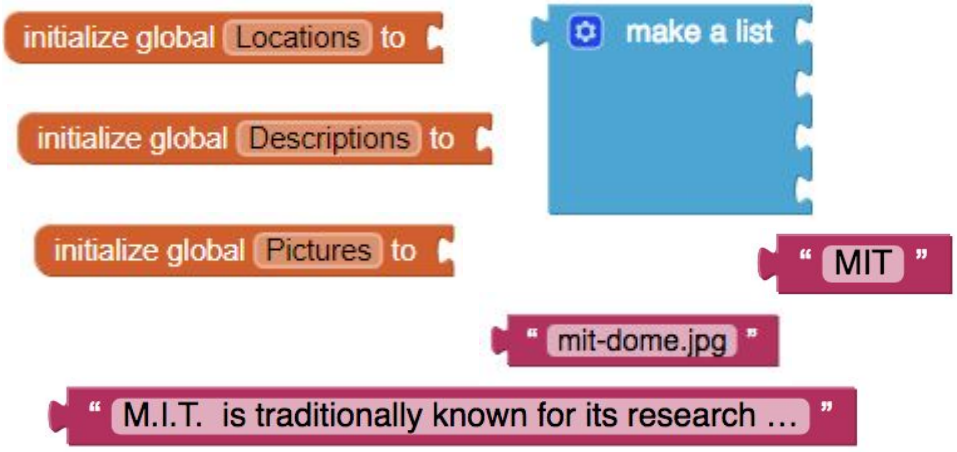


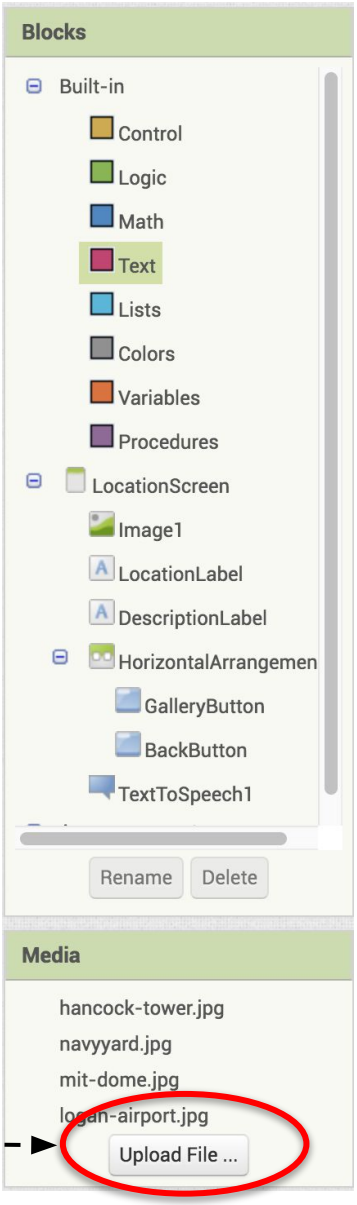
Start by uploading the images you've selected for your four landmarks.

2 Click on "**Upload File**" under Media, and upload your four image files.

3 Next step is to make three variables, and name them **Locations**, **Descriptions**, and **Pictures**.

4 Initialize each to a 4 element list, and attach text blocks for each landmark - its Title in **Locations**, its Description in **Descriptions**, and the matching image filename in **Pictures**. Make sure the order for each landmark is the same!





SETTING LABELS AND PICTURES

5 Initialize a new variable, **locationIndex**, to keep track of which Location you want to display. Initialize it to 0.

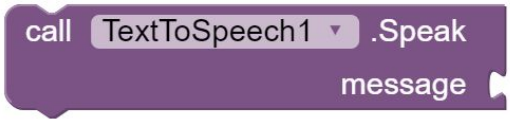
6 When the **LocationScreen** is initialized, set:

- **locationIndex** to the correct index, based on the start value.
  Hint: use **index in list**, where **thing** is **start value**,
  and look in **Locations** for the landmark.
- **LocationLabel** and **DescriptionLabel** to the matching item in their respective lists.

Use the following blocks.

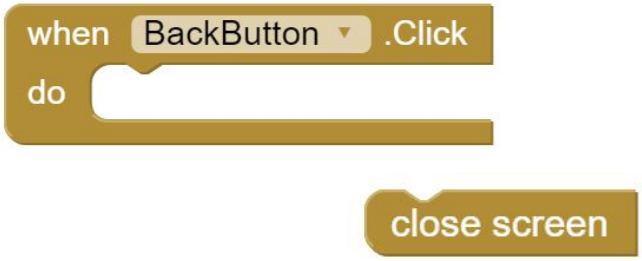
SPEAK THE DESCRIPTION

7 Use the **TextToSpeech** component to have the app "speak" the description, after setting it in **DescriptionLabel**.



BACKBUTTON

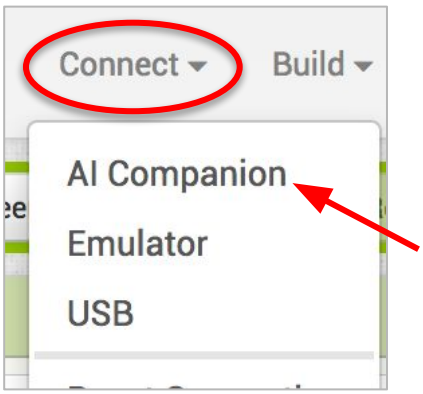
8 Code the **BackButton.Click** event to close the screen when the button is clicked.



TESTING

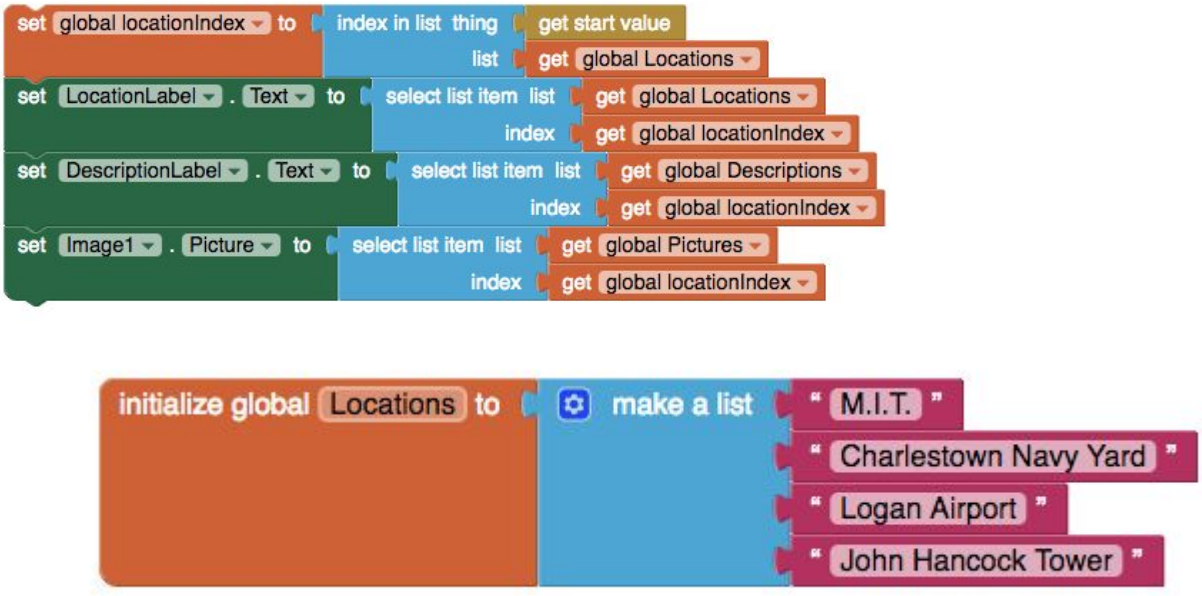
9 Test your app with the MIT AI2 companion.

- Long click on each of your markers and see that the **LocationScreen** opens, displays the correct description and picture, and the correct description is read aloud.
- Try the **Back to Maps** button to make sure you can go back and forth between the first two screens.



COMPUTATIONAL THINKING CONCEPTS

The following are the Computational Thinking Concepts used in LocationScreen.

Tour Guide
1. Naming/Variables 
2. Manipulation of data and elementary data structures 
3. Events