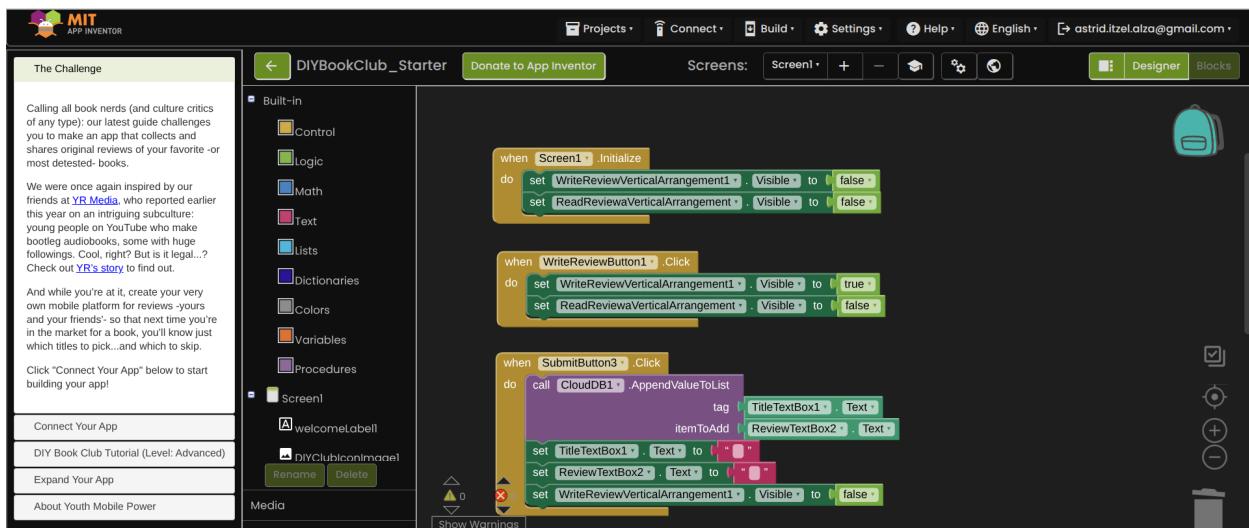
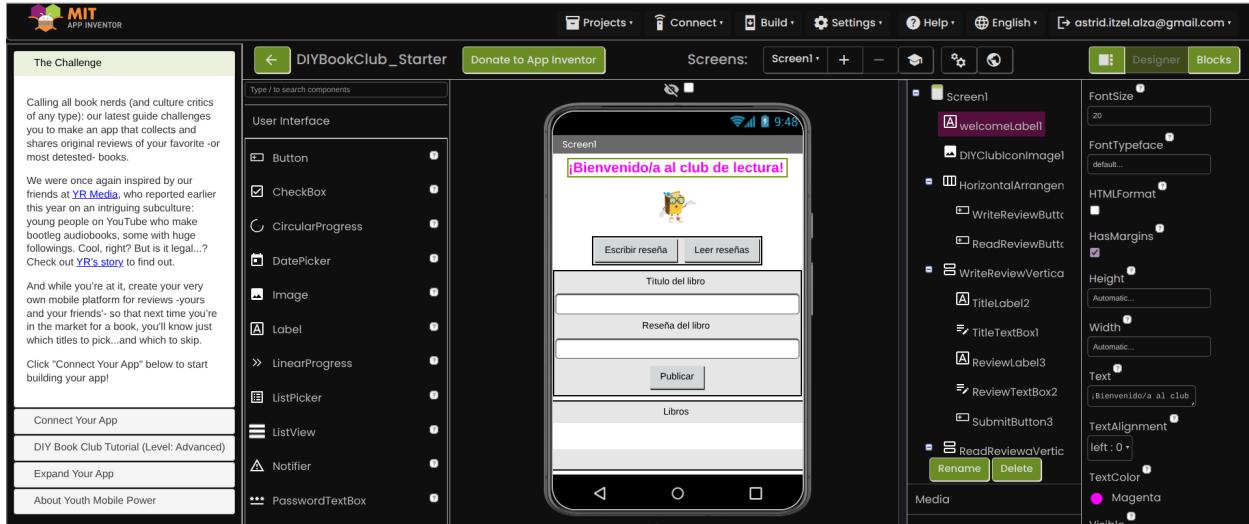


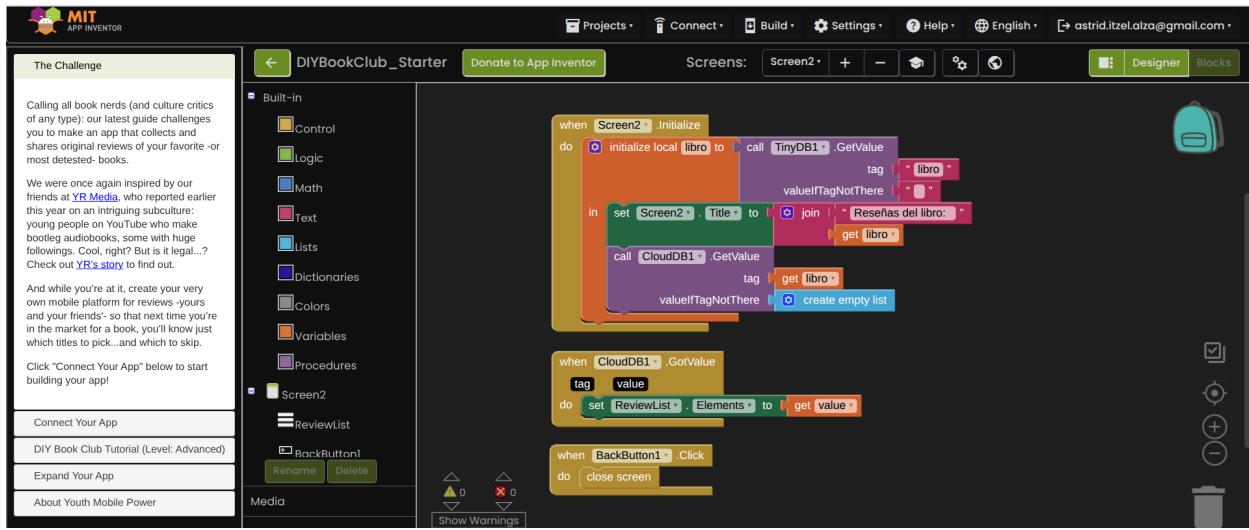
<https://classroom.google.com/u/4/c/ODM1MzYwMTc3MjE5/a/ODM2MzM4MjI3MzA5/details#:~:text=Sign%20in%20in%20Google,asc%26authuser%3D1>

<https://fvarrui.github.io/AppInventor/practicas/club-de-lectura/index.html?authuser=4>



The screenshot shows the MIT App Inventor Designer interface. On the left, there's a sidebar with a navigation menu and a 'The Challenge' section containing text about a book club app. The main area shows the code blocks for 'Screen1'. A yellow 'when CloudDB1 is TagList' block has a 'do' loop with a 'set BooksList Elements to get value' block. Another yellow 'when BooksList is AfterPicking' block has a 'do' loop with a 'call TinyDB1 .StoreValue tag libro valueToStore BooksList Selection' block. Below the blocks, there are buttons for 'Rename' and 'Delete'.

This screenshot shows the MIT App Inventor Designer interface with a dark theme. It displays the visual design of 'Screen2', which is a smartphone screen showing a white interface with a 'ReviewList' and a 'BackButton'. To the right, the properties panel is open for 'Screen2', showing settings like FontSize (14.0), FontTypeface (default), Height (Automatic), Width (Automatic), Image (None), Shape (rounded), ShowFeedback (checked), Text (Volver), and TextAlignment (center:1). The sidebar on the left lists various components: Texting, TinyDB (selected), TinyWebDB, User Interface, Layout, Media, Drawing and Animation, Maps, Charts, Data Science, Sensors, Social, and Storage.



3:23 MM



Screen1

¡Bienvenido/a al club de lectura!



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