

<https://appinventor.mit.edu/explore/ai2/clouddb-chat?authuser=1>

The screenshot shows the App Inventor interface with two main panels: the Designer and the Blocks Editor.

Designer View: Displays a smartphone screen titled "Screen1" with the text "Coloca tu nombre para ingresar al chat:" above a text input field and a "Enviar" button below it.

Blocks Editor View: Shows the script for the "EnviarBotón1.Click" event. The script initializes global variables: "UserName" to "", "SeHaUnido" to false, and "ChatList" to an empty list. It then checks if "SeHaUnido" is false. If true, it sets "UserName" to the value of "CampoDeTexto1.Text", sets "SeHaUnido" to true, and sets the text of "Etiquet1" to "Escribe tu mensaje y presiona enviar.". If false, it calls "CloudDB1.AppendValueToList" with "tag" set to "chat", "itemToAdd" set to "join get global UserName" followed by the value from "CampoDeTexto1.Text", and "set CampoDeTexto1.Text" to "".

Components Panel: On the left, the "User Interface" section is expanded, showing various UI components like Button, CheckBox, CircularProgress, etc.

Properties Panel: On the right, the "Screen1" properties are listed, including Appearance settings like "AboutScreen", "AlignHorizontal", "AlignVertical", and "BackgroundColor".





