Important note: This pdf should not be read just by itself. You should first watch the videos, they are essential.

Screen 1 is where the user logs in, in a simple way: it just gives its name.

We add just 2 lines of code to actually store the username:

```
public class Screen1 extends com.codename1.ui.Form {

    static String username;

    public Screen1() {

        this(com.codename1.ui.util.Resources.getGlobalResources());

    }

    public Screen1(com.codename1.ui.util.Resources resourceObjectInstance) {

        initGuiBuilderComponents(resourceObjectInstance);

    }


//-- DON'T EDIT BELOW THIS LINE!!!

    private com.codename1.ui.TextField gui_Text_Field_1 = new com.codename1.ui.TextField();

    private com.codename1.ui.Button gui_Button_1 = new com.codename1.ui.Button();


//-- DON'T EDIT ABOVE THIS LINE!!!

    public void onText_Field_1ActionEvent(com.codename1.ui.events.ActionEvent ev) {

        username = gui_Text_Field_1.getText();

    }
```

We create a box that will contain the username, which is a piece of text (so, a String). New: we discover the keyword "static", to be written in front. This keyword allows us to easily access the box outside of Screen1.
This is convenient as we will need to use this box in Screen2.

Here, we take the value that the user has typed in the Text_Field_1 that we have created in the GUI Builder of Screen1 (check the video first!!!)

We put the value in the box "username". We will then be able to send the content of this box to the Internet, watch the next video on sending roars!