





TC PRO B1 G4 2025

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The screenshot shows the Google AI Studio interface. In the center, a modal window titled "Create a new key" is open. It has a text input field labeled "Name your key" containing "chatbot". Below it are dropdown menus for "Choose an imported project" and "Select a Cloud Project". At the bottom right of the modal are "Cancel" and "Create key" buttons. The background shows a list of existing API keys, including one named "Default Gemini Project" created on Dec 12, 2025. The status bar at the bottom indicates "20°C Soleado" and the date "12/12/2025".

The screenshot shows the App Inventor Designer view for the "ChatBot" project. On the left, the component palette lists various components like Labels, Images, and Web components. The main workspace displays the block-based code for the project. Key blocks include:

- A green "when Screen1.Initialize" block with a "do" loop containing:
 - "set Web1 - Url to" with value "https://generativelanguage.googleapis.com/v1beta1/documents:analyzeText"
 - "set Web1 - RequestHeaders - to" with value "make a dictionary | key | x-goog-api-key | value | AlzaSyBUG6QbdTykh-hwatkFXIUK1spX_eXnw |"
 - "key | Content-Type | value | application/json |"
- A purple "when BtnPregunta.Click" block with a "do" loop containing:
 - "call Web1 - PostText" with "text" set to "make a dictionary | key | contents | value | make a dictionary | key | parts | value | make a dictionary | key | text | value | CajaPregunta - Text |"
- A green "when Web1.GotText" block with a "do" loop containing:
 - "url | responseCode | responseType | responseContent" with "responseCode" set to "200".
 - "then" branch:
 - "set CajaRespuesta - Text - to" with "value" set to "get value at key path | candidates | 1 | content | parts | 1 | text | or if not found | not found |".
 - "in dictionary" branch:
 - "call Web1 - JsonTextDecodeWithDictionaries" with "jsonText" set to "get responseContent |".
 - "else" branch:
 - "set CajaRespuesta - Text - to" with "value" set to "0 |".
- A purple "when BtnLimpiar.Click" block with a "do" loop containing:
 - "set CajaPregunta - Text - to" with value "0 |".



Robot que Responde Preguntas



que es un if en programación
solo quiero el significado

Preguntar

Limpiar

Un `if` es una estructura de control que permite ejecutar un bloque de código ****solo si**** una condición específica es verdadera.

