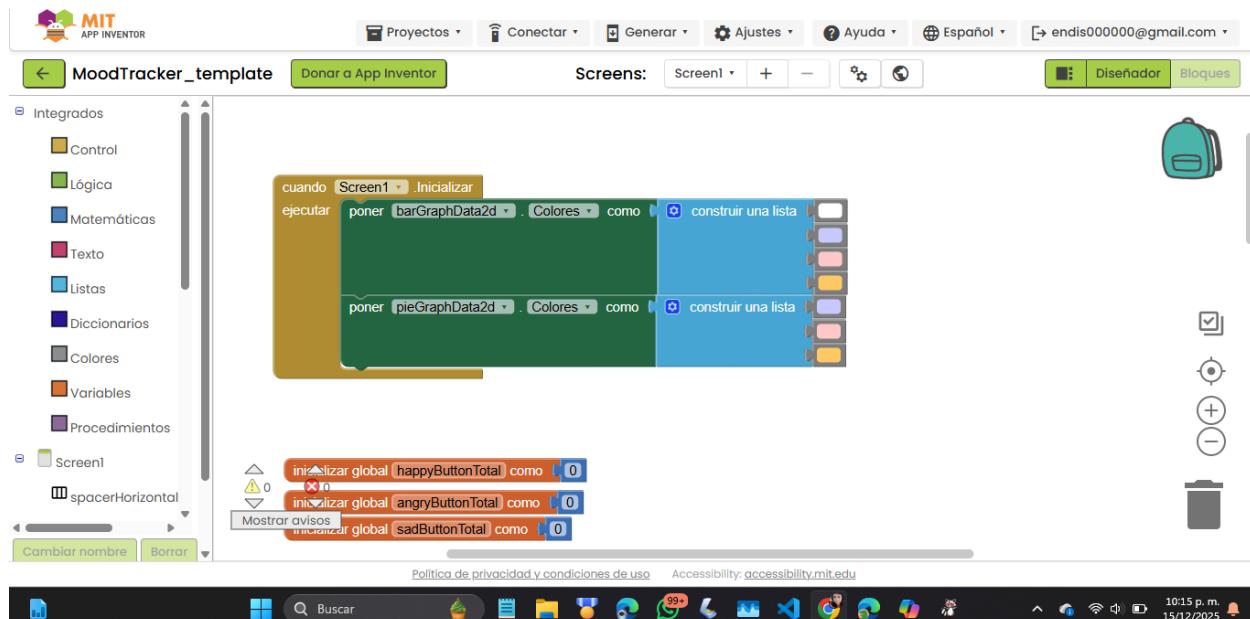
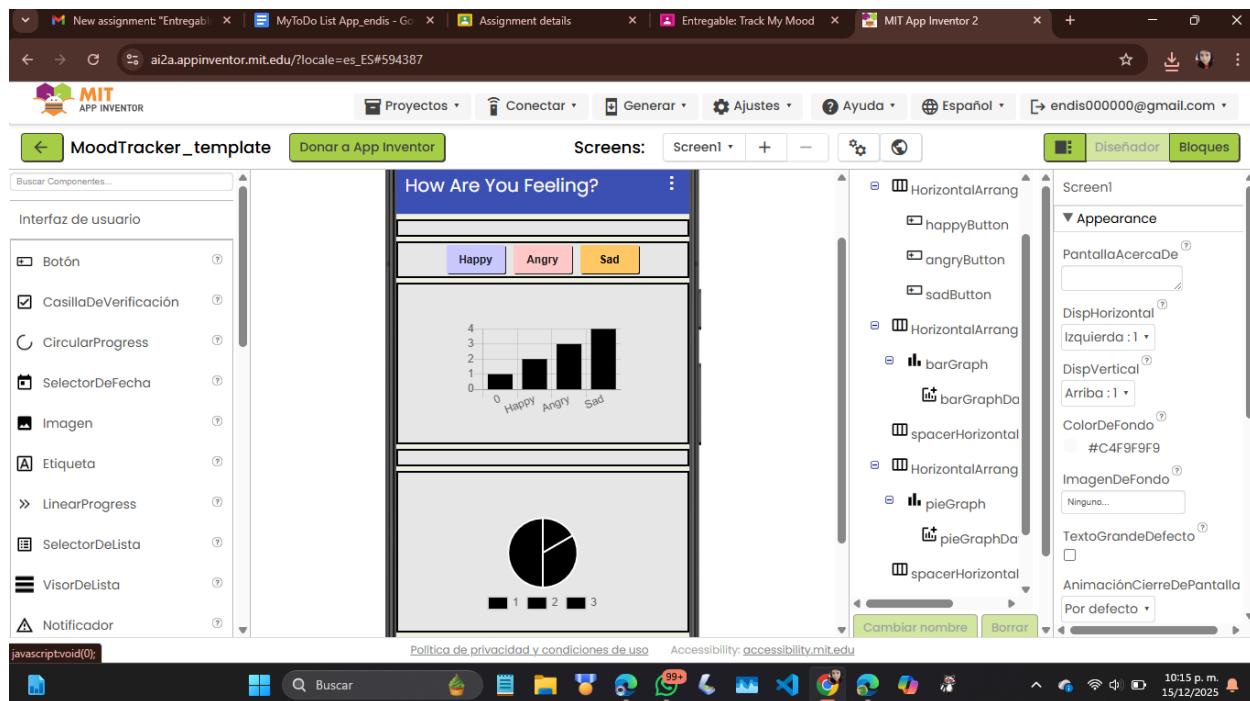


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The image shows two screenshots of the App Inventor 2 interface, illustrating the development of a mood tracking application.

Screen 1 (Top Screenshot): This screen shows the logic for tracking moods. It contains three main event blocks:

- When happyButton is clicked: Sets global variable happyButtonTotal to its current value plus 1, then calls the UpdateCharts procedure.
- When angryButton is clicked: Sets global variable angryButtonTotal to its current value plus 1, then calls the UpdateCharts procedure.
- When sadButton is clicked: Sets global variable sadButtonTotal to its current value plus 1, then calls the UpdateCharts procedure.

Below these, there is a "Mostrar avisos" (Show alerts) block with two triggers (yellow triangle and red circle).

Screen 2 (Bottom Screenshot): This screen shows the logic for resetting the mood counts. It contains two main event blocks:

- When resetButton is clicked: Clears the barGraphData2d and pieGraphData2d lists, sets all global mood totals to 0, and then calls the UpdateCharts procedure.
- Procedure UpdateCharts: This block constructs a list of data points for a chart. It uses a loop to iterate 3 times, each time adding a new data point to the list. The data points are:
 - 1: tomor global happyButtonTotal
 - 2: tomor global angryButtonTotal
 - 3: tomor global sadButtonTotal

Both screenshots include the standard App Inventor toolbar at the top and bottom, showing the URL ai2a.appinventor.mit.edu/?locale=es_ES#594387.

