

# Pokedex App

Prof. Ms. José Antonio Gallo Junior

# Criando um App React Native com Expo

Abra o terminal no Visual Studio Code através do atalho :

**Ctrl + ‘**



File Edit Selection View Go ... ← →

🔍 pokedexApp

□ □ □ 0% - □ ×



EXPLORER

...

POKEDEXAPP

ⓘ README.md



...



> OUTLINE

> TIMELINE



master ⌂ ✘ 0 ⚠ 0 ⚡ 0

🔍 ⤵ Go Live 🔔



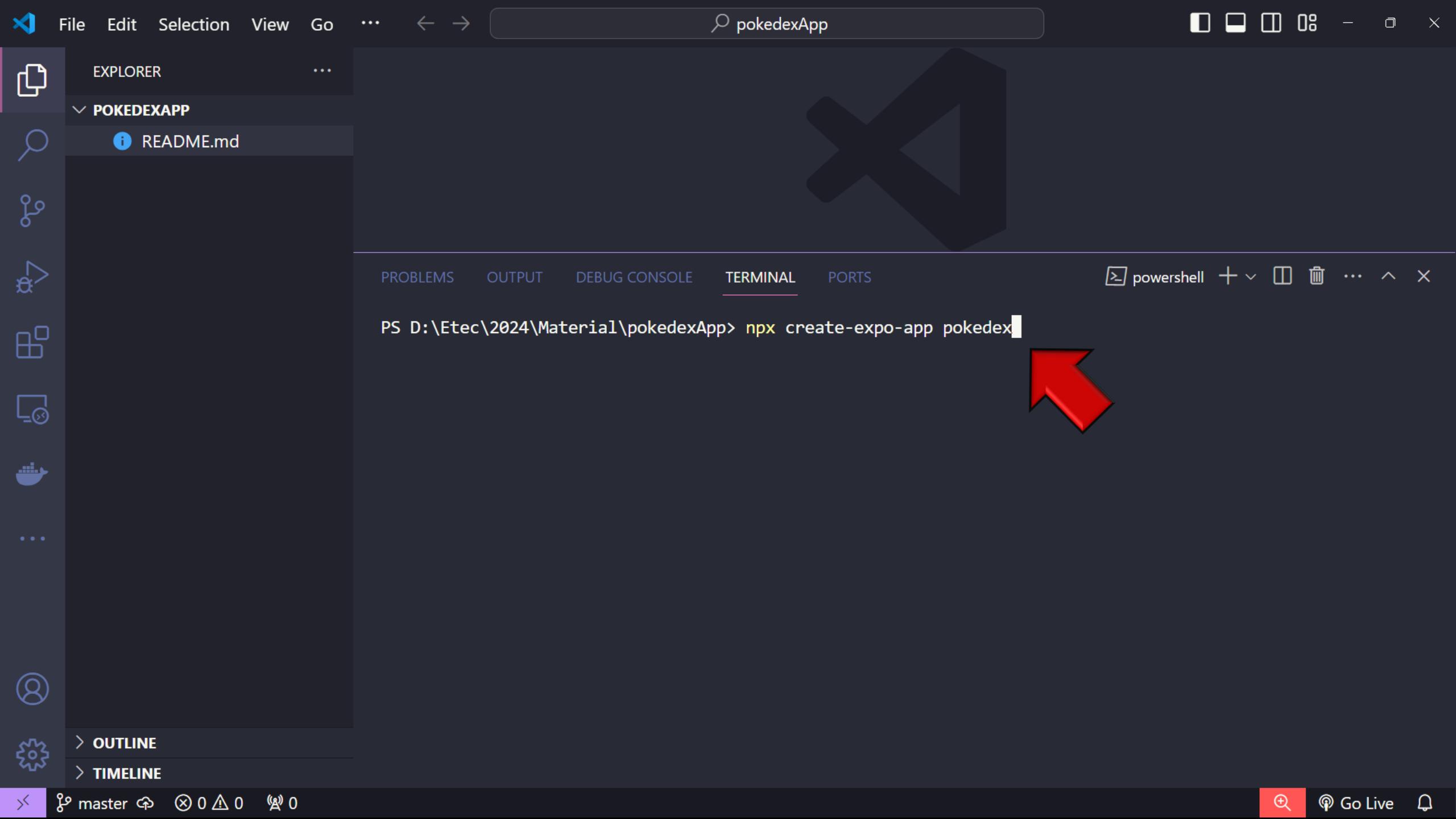
Show All Commands `Ctrl + Shift + P`

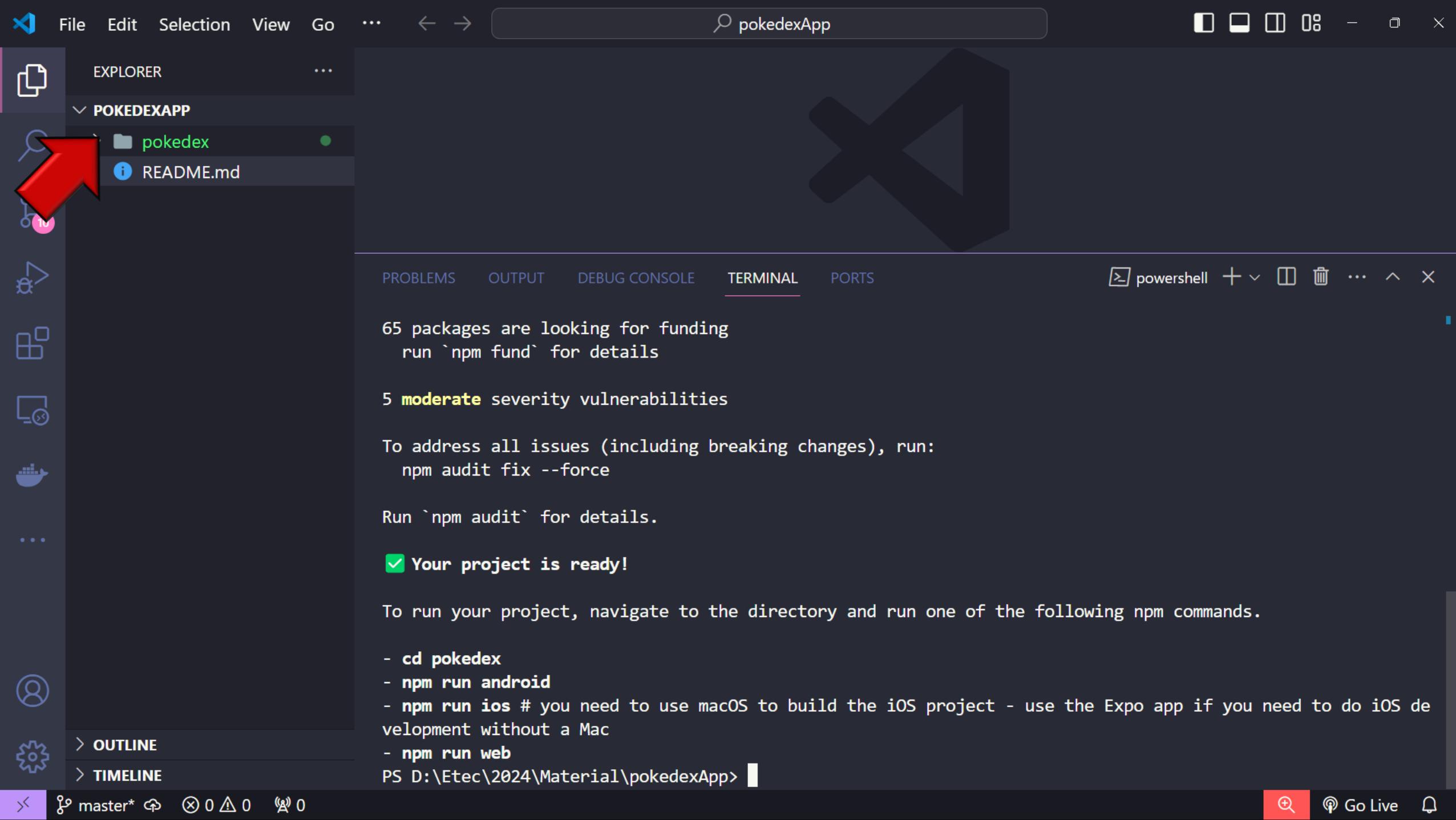
Go to File `Ctrl + P`

Find in Files `Ctrl + Shift + F`

Toggle Full Screen `F11`

Show Settings `Ctrl + ,`





EXPLORER ...

POKEDEXAPP

> pokedex ●

README.md

10

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

Σ powershell + ▾ ▷ 🗑️ ⌂ ⌃ ⌄

PS D:\Etec\2024\Material\pokedexApp> cd pokedex



master\* ↗ 0 ⚡ 0 🔍 Go Live 🔔

A screenshot of the Visual Studio Code (VS Code) interface. The title bar shows the project name "pokedexApp". The left sidebar (Explorer) displays a file tree with a folder named "pokedex" and a file named "README.md". The main area is a terminal window titled "powershell - pokedex". The terminal shows the command "PS D:\Etec\2024\Material\pokedexApp\pokedex> npm install polished". A large red arrow points from the right towards the end of the command line. The bottom status bar indicates the current branch is "master\*".

```
PS D:\Etec\2024\Material\pokedexApp\pokedex> npm install polished
```

A screenshot of the Visual Studio Code (VS Code) interface. The title bar shows the project name "pokedexApp". The left sidebar (Explorer) displays a file tree with a folder named "pokedex" and a file named "README.md". The main area is the Terminal tab, which shows the output of an npm command:

```
PS D:\Etec\2024\Material\pokedexApp\pokedex> npm install polished
added 1 package, and audited 1163 packages in 4s
65 packages are looking for funding
  run `npm fund` for details

5 moderate severity vulnerabilities

To address all issues (including breaking changes), run:
  npm audit fix --force

Run `npm audit` for details.
```

The terminal also shows a second prompt:

```
PS D:\Etec\2024\Material\pokedexApp\pokedex>
```

EXPLORER

POKEDEXAPP

- pokedex
- assets
- node\_modules
- src

- components
- Button
- Card
- Header

- data
- utils

- .gitignore
- App.js
- app.json
- babel.config.js
- package-lock.json
- package.json

README.md

Criar a estrutura de pastas:

```
src
  └── components
      ├── Button
      ├── Card
      └── Header
  └── data
  └── utils
```

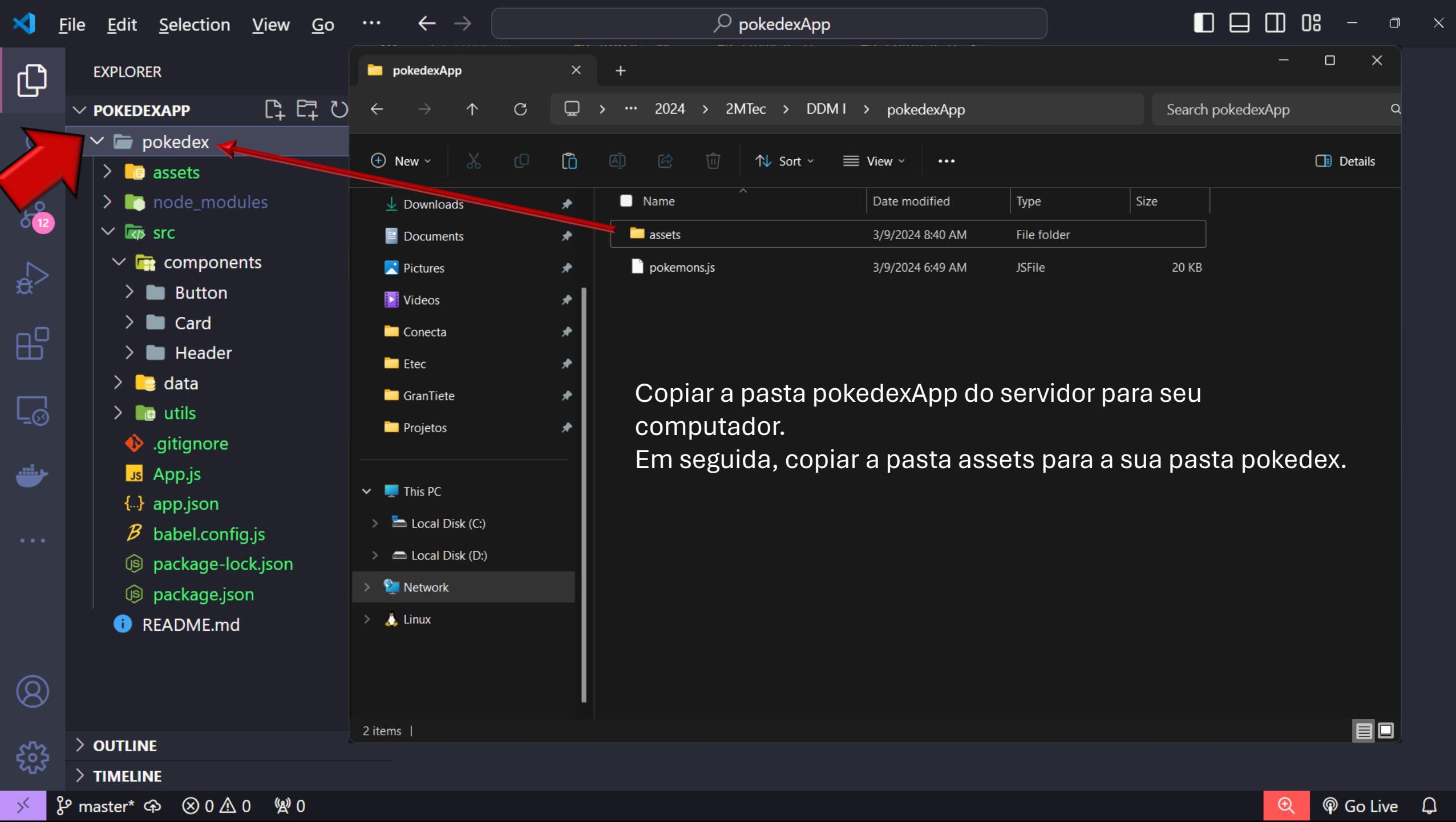
Show All Commands Ctrl + Shift + P

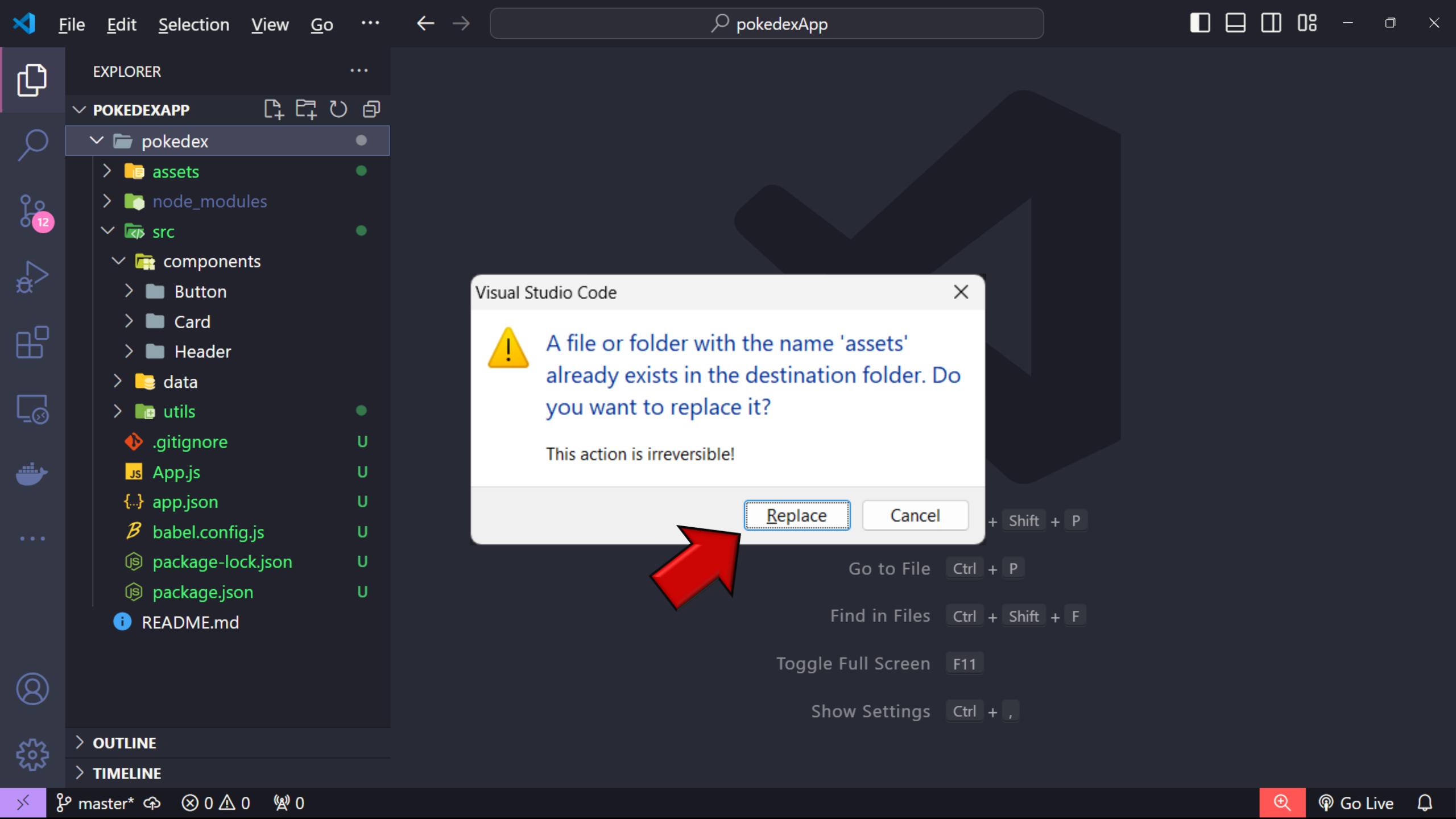
Go to File Ctrl + P

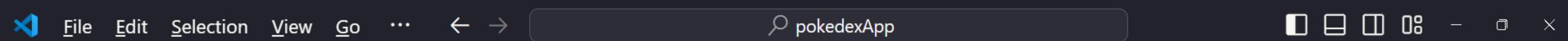
Find in Files Ctrl + Shift + F

Toggle Full Screen F11

Show Settings Ctrl + ,







EXPLORER

POKEDEXAPP

- pokedex
- assets
  - adaptive-icon.png
  - favicon.png
  - header.jpg
  - icon.png
  - splash.png
- node\_modules
- src
  - components
    - Button
    - Card
    - Header
  - data
  - utils
  - .gitignore
  - App.js
  - app.json
  - babel.config.js
  - package-lock.json

OUTLINE

TIMELINE



Show All Commands Ctrl + Shift + P

Go to File Ctrl + P

Find in Files Ctrl + Shift + F

Toggle Full Screen F11

Show Settings Ctrl + ,

EXPLORER

POKEDEXAPP

- pokedex
- assets
- node\_modules
- src
  - components
    - Button
    - Card
    - Header
  - data
  - utils
- .gitignore
- App.js
- app.json
- babel.config.js
- package-lock.json
- package.json
- README.md

Search pokedexApp

Details

Name Date modified Type Size

Name	Date modified	Type	Size
Desktop	3/9/2024 8:42 AM	File folder	
Downloads	3/9/2024 6:49 AM	JSFile	20 KB
Documents			
Pictures			
Videos			
Conecta			
Etec			
GranTiete			
Projetos			
This PC			
Local Disk (C:)			
Local Disk (D:)			
Network			
Linux			

2 items | 1 item selected 19.5 KB |

Show Settings

Copiar o arquivo pokemon.js da pasta pokedexApp para a pasta data.

&gt; OUTLINE

&gt; TIMELINE

File Edit Selection View Go ... ← → pokedexApp

EXPLORER

POKEDEXAPP

- pokedex
  - assets
  - node\_modules
- src
  - components
    - Button
    - Card
    - Header
  - data
    - pokemons.js
  - utils
- .gitignore
- App.js
- app.json
- babel.config.js
- package-lock.json
- package.json
- README.md

OUTLINE

TIMELINE

master\* 0 △ 0 ⚡ 0

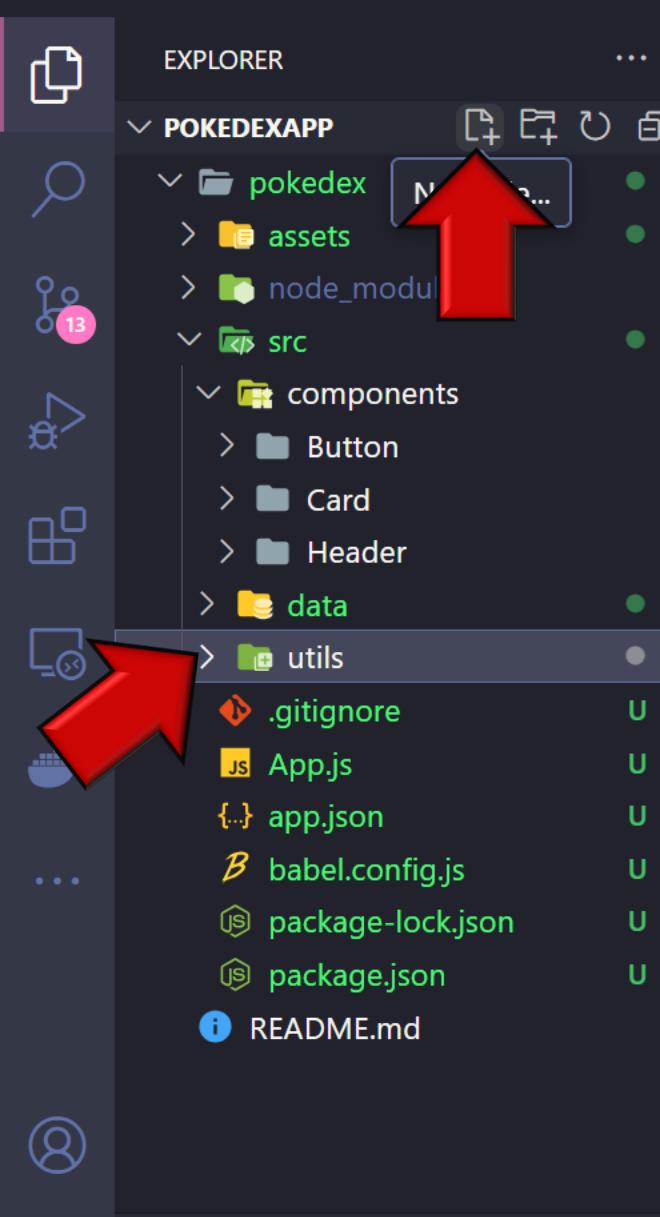
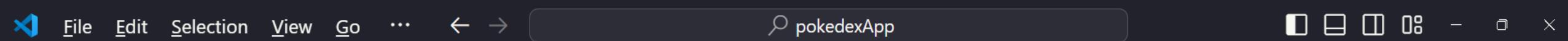
JS pokemons.js U X

pokedex > src > data > JS pokemons.js > ...

```
1 export const pokemons = [
2   {
3     Numero: 1,
4     Nome: "Bulbasaur",
5     Descricao: "Bulbasaur pode ser visto cochilando sob luz solar intensa. Há uma semente em sua barriga.",
6     Especie: "Seed",
7     Tipo: [
8       {
9         Nome: "Planta",
10        Cor: "#7c5"
11      },
12      {
13        Nome: "Venenoso",
14        Cor: "#a59"
15      }
16    ],
17    Altura: 0.7,
18    Peso: 6.9,
19    Imagem: "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/other/dream-world/01.png",
20  },
21  {
22    Numero: 2,
23    Nome: "Ivysaur",
24    Descricao: "Há um broto nas costas desse Pokémon. Para suportar seu peso, as pernas e o tronco são curtos e grossos.",
25    Especie: "Seed",
26    Tipo: [

```

Ln 1, Col 1 Spaces: 2 UTF-8 CRLF {} JavaScript Go Live



Show All Commands Ctrl + Shift + P

Go to File Ctrl + P

Find in Files Ctrl + Shift + F

Toggle Full Screen F11

Show Settings Ctrl + ,



A screenshot of the Visual Studio Code (VS Code) interface. The Explorer sidebar on the left shows a file tree for a project named "POKEDEXAPP". A red arrow points from the status bar at the bottom left towards the Explorer icon in the sidebar. The main editor area displays a JavaScript file named "colors.js" located at "pokedex > src > utils > colors.js". The code defines a constant object "POKEMON\_TYPE\_COLORS" mapping type names to hex color codes. The Status Bar at the bottom shows system icons for battery, signal, and time ("8:38 AM 3/9/2024").

File Edit Selection View Go ... ← → 🔍 pokedexApp

EXPLORER ...

POKEDEXAPP

- pokedex
- assets
- node\_modules
- src
  - components
    - Button
    - Card
    - Header
  - data
    - utils
      - colors.js
      - .gitignore
      - App.js
      - app.json
      - babel.config.js
      - package-lock.json
      - package.json
    - README.md

colors.js U X

pokedex > src > utils > colors.js > [POKEMON\_TYPE\_COLORS]

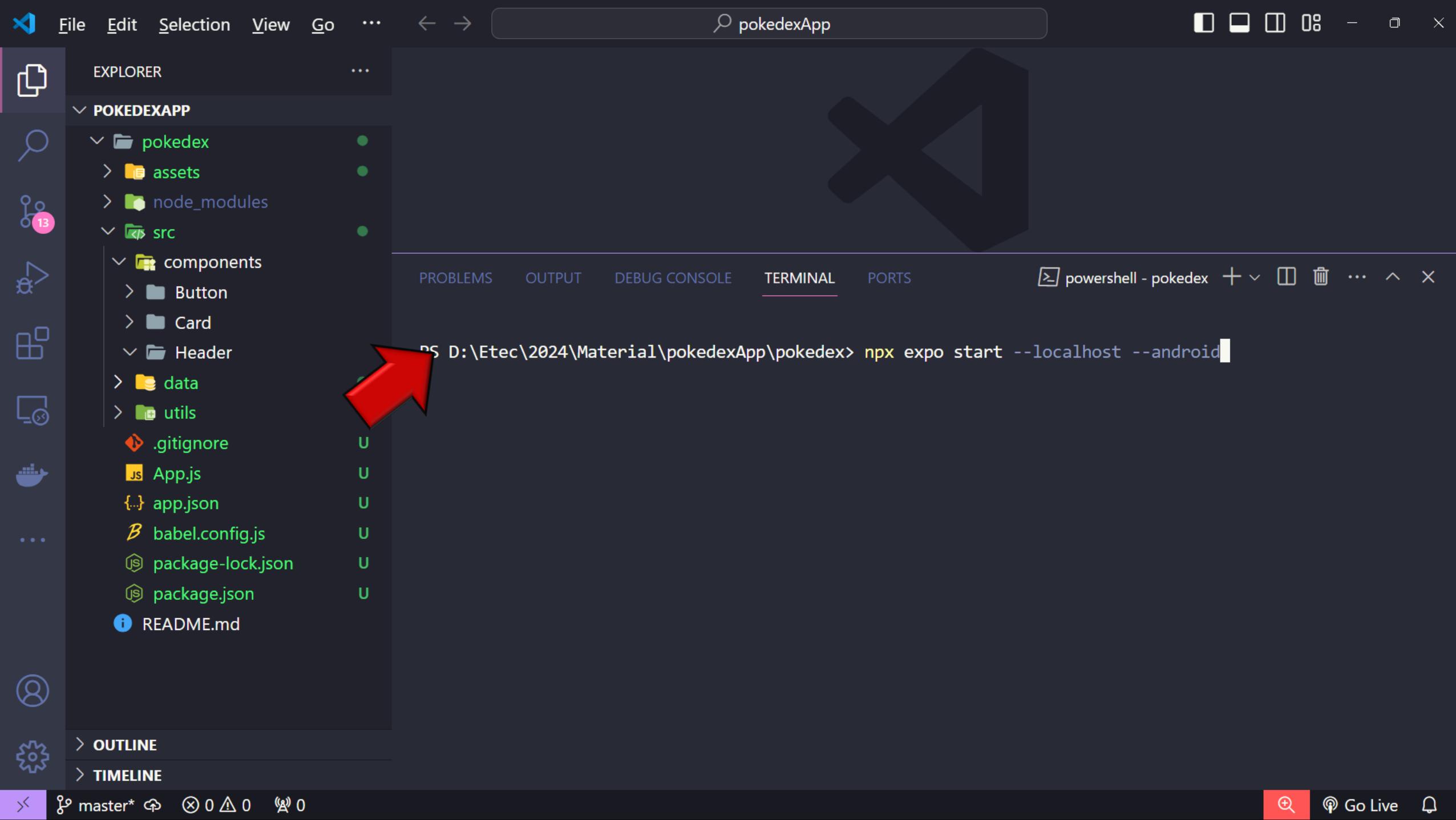
```
1 export const POKEMON_TYPE_COLORS = {  
2     Normal: "#A8A77A",  
3     Fogo: "#EE8130",  
4     Água: "#6390F0",  
5     Elétrico: "#F7D02C",  
6     Planta: "#7AC74C",  
7     Gelo: "#96D9D6",  
8     Lutador: "#C22E28",  
9     Venenoso: "#A33EA1",  
10    Terrestre: "#E2BF65",  
11    Voador: "#A98FF3",  
12    Psíquico: "#F95587",  
13    Inseto: "#A6B91A",  
14    Pedra: "#B6A136",  
15    Fantasma: "#735797",  
16    Dragão: "#6F35FC",  
17    Sombrio: "#705746",  
18    Aço: "#B7B7CE",  
19    Fada: "#D685AD",  
20}
```

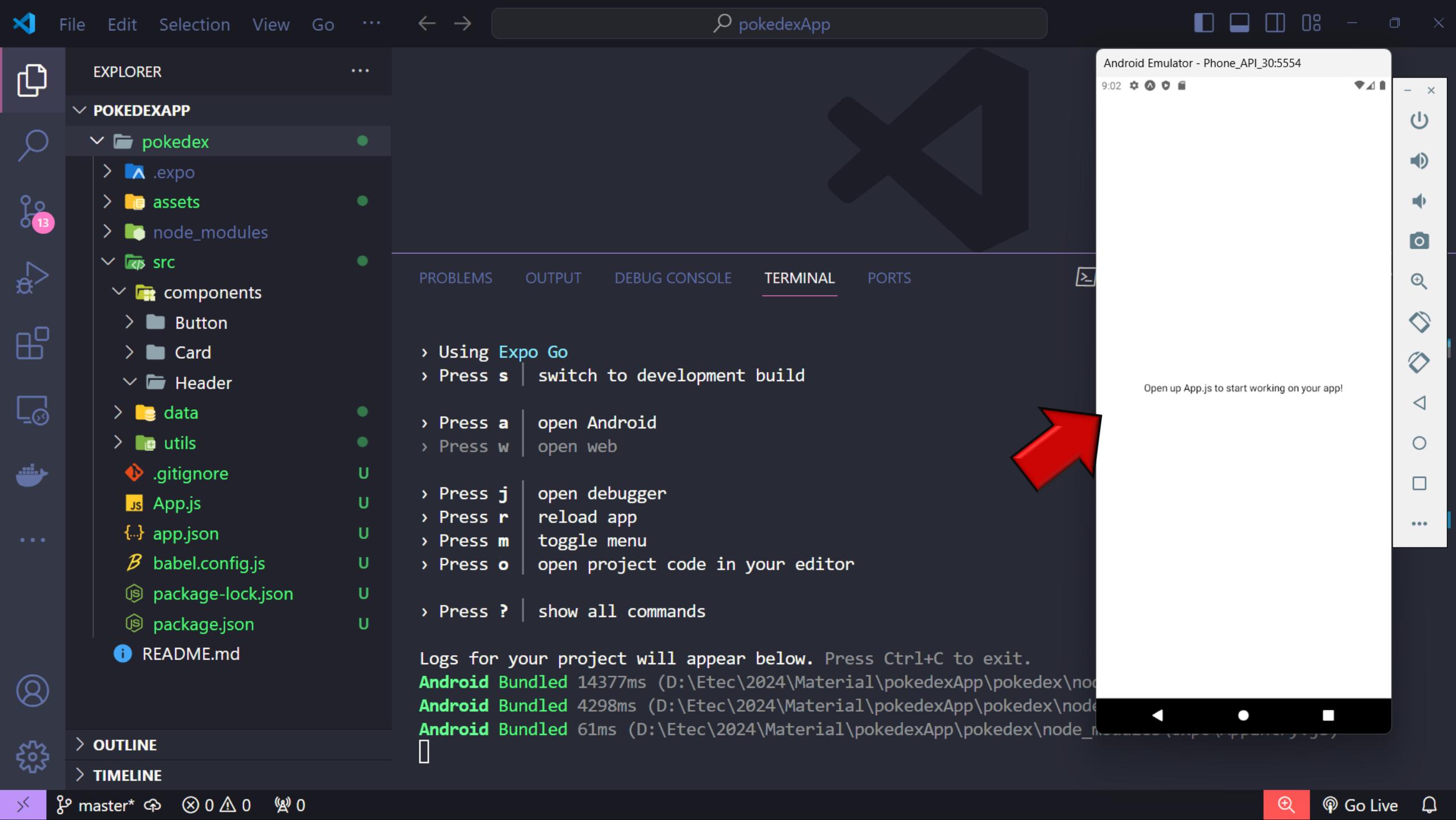
1 25°C Pred. nublado

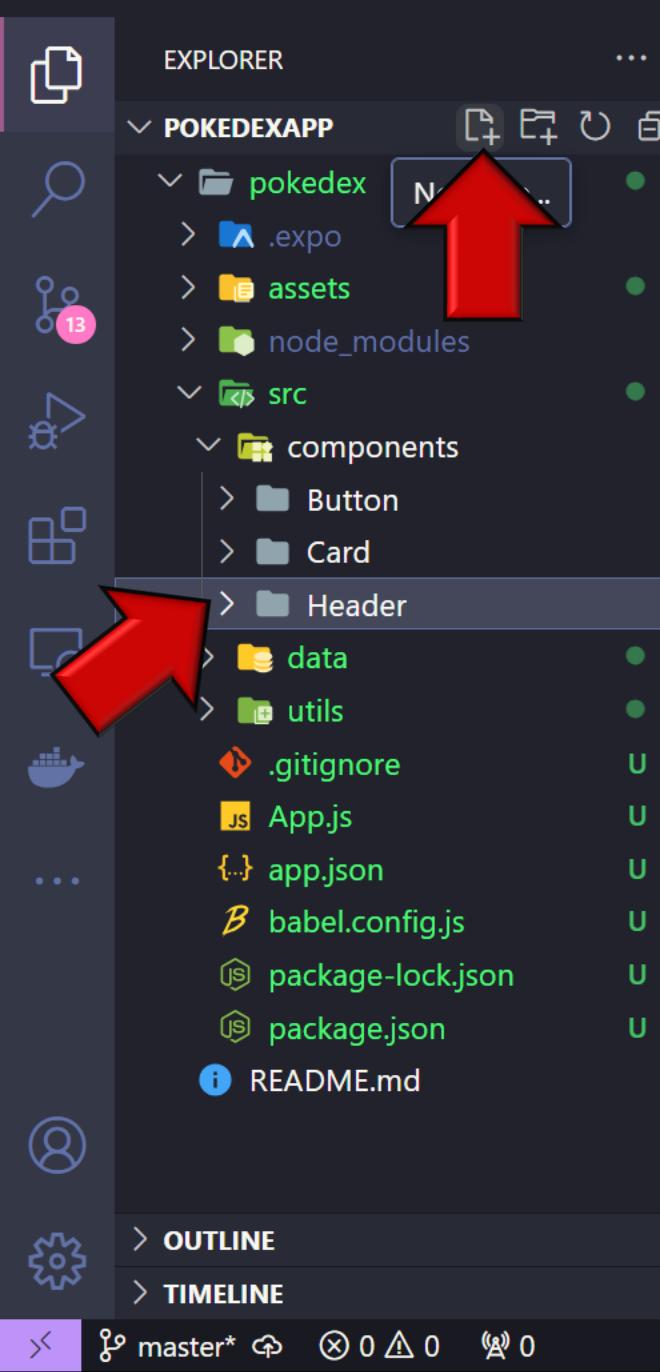
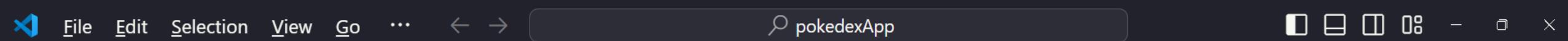
OUTLINE

TIMELINE

8:38 AM 3/9/2024 POR PTB2







Show All Commands Ctrl + Shift + P

Go to File Ctrl + P

Find in Files Ctrl + Shift + F

Toggle Full Screen F11

Show Settings Ctrl + ,

A screenshot of the Visual Studio Code (VS Code) interface, showing a React Native project named "POKEDEXAPP".

The Explorer sidebar on the left shows the project structure:

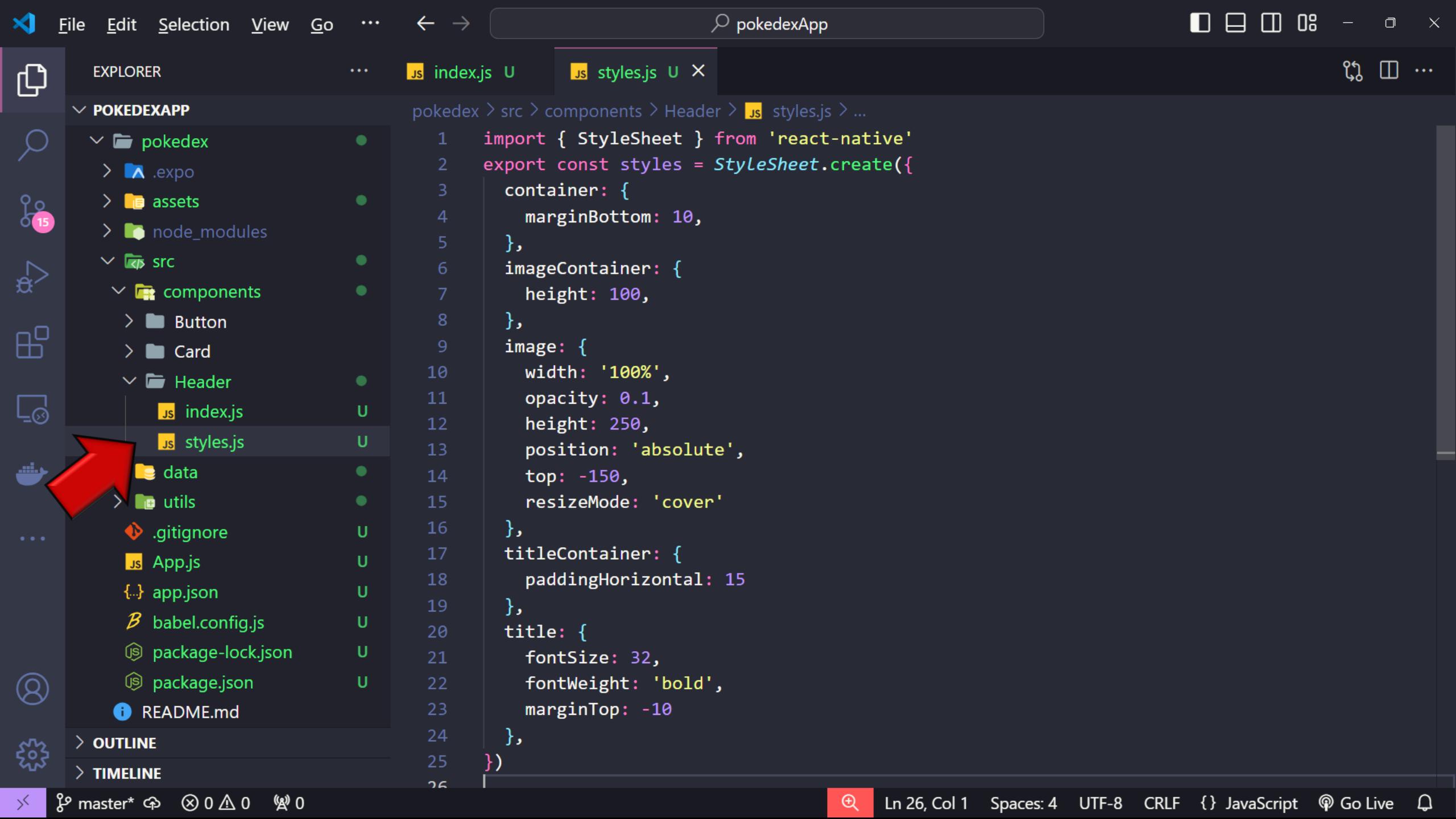
- POKEDEXAPP
  - pokedex
    - .expo
    - assets
    - node\_modules
  - src
    - components
      - Button
      - Card
      - Header
        - index.js
    - data
    - utils
  - .gitignore
  - App.js
  - app.json
  - babel.config.js
  - package-lock.json
  - package.json
  - README.md

A large red arrow points from the bottom-left towards the "Header" folder in the Explorer sidebar.

The current file being edited is "index.js" in the "Header" component folder. The code is as follows:

```
1 import { Image, Text, View } from 'react-native'
2
3 const imageSource = require('../.../assets/header.jpg');
4
5 export default function Header() {
6     return (
7         <View style={styles.container}>
8             <View style={styles.imageContainer}>
9                 <Image source={imageSource} style={styles.image} />
10            </View>
11            <View style={styles.titleContainer}>
12                <Text style={styles.title}>
13                    Pokédex
14                </Text>
15                <Text style={{ fontSize: 16 }}>
16                    Encontre seu pokémon favorito pela aqui.
17                </Text>
18            </View>
19        </View>
20    )
21 }
22
```

The status bar at the bottom indicates the file is "master\*" and has 0 errors, 0 warnings, and 0 info messages. It also shows the current line is 22, column 1, and the file is saved in UTF-8 with CRLF line endings.



A screenshot of the Visual Studio Code interface. The title bar shows "pokedexApp". The left sidebar has icons for Explorer, Search, Problems (with 15), and others. The Explorer view shows a project structure under "POKEDEXAPP": pokedex, .expo, assets, node\_modules, src (with components, Button, Card, Header), data, utils, .gitignore, App.js, app.json, babel.config.js, package-lock.json, package.json, and README.md. A red arrow points from the Explorer icon to the "Header" folder. The main editor area shows the "index.js" file for the "Header" component:

```
1 import { Image, Text, View } from 'react-native'
2 import { styles } from './styles'
3
4 const imageSource = require('../../../../../assets/header.jpg');
5
6 export default function Header() {
7   return (
8     <View style={styles.container}>
9       <View style={styles.imageContainer}>
10         <Image source={imageSource} style={styles.image} />
11       </View>
12       <View style={styles.titleContainer}>
13         <Text style={styles.title}>
14           Pokédex
15         </Text>
16         <Text style={{ fontSize: 16 }}>
17           Encontre seu pokémon favorito pela aqui.
18         </Text>
19       </View>
20     </View>
21   )
22 }
23
```

The status bar at the bottom shows "master\*" with a green checkmark, 0 errors, 0 warnings, 0 info, and "Ln 23, Col 1" with "Spaces: 2", "UTF-8", "CRLF", {}, "JavaScript", and "Go Live" buttons.

A screenshot of the Visual Studio Code (VS Code) interface, showing a project named "POKEDEXAPP". The Explorer sidebar on the left displays the project structure, including a folder "pokedex" containing ".expo", "assets", "node\_modules", and "src". The "src" folder contains "components" (with "Button" and "Card"), "Header" (with "index.js" and "styles.js"), "data", "utils", and ".gitignore". The "App.js" file is selected in the Explorer sidebar, indicated by a red arrow pointing to it.

The top navigation bar shows tabs for "index.js", "App.js", and "styles.js". The "App.js" tab is active, displaying the following code:

```
1 import { StatusBar } from 'expo-status-bar';
2 import { StyleSheet, Text, View } from 'react-native';
3 import Header from './src/components/Header';
4
5 export default function App() {
6   return (
7     <View style={styles.container}>
8       <Header />
9       <StatusBar style="auto" />
10    </View>
11  );
12}
13
14 const styles = StyleSheet.create({
15   container: {
16     flex: 1,
17     backgroundColor: '#fff',
18     alignItems: 'center',
19     justifyContent: 'center',
20   },
21 });
22
```

The right side of the screen shows the "Android Emulator - Phone\_API\_30:5554" window, displaying the "Pokédex" app interface with a circular logo and the text "Encontre seu pokémon favorito pela aqui."

A screenshot of the Visual Studio Code (VS Code) interface, showing a React Native project named "POKEDEXAPP".

The Explorer sidebar on the left shows the project structure:

- POKEDEXAPP
  - pokedex
    - .expo
    - assets
    - node\_modules
  - src
    - components
      - Button
      - Card
    - Header
      - index.js
      - styles.js
    - data
    - utils
  - .gitignore
  - App.js
  - app.json
  - babel.config.js
  - package-lock.json
  - package.json
  - README.md
- OUTLINE
- TIMELINE

The "App.js" file is selected in the Explorer sidebar, indicated by a red arrow pointing to it.

The main editor area displays the "App.js" code:

```
1 import { StatusBar } from 'expo-status-bar';
2 import { StyleSheet, View } from 'react-native';
3 import Header from './src/components/Header';
4
5 export default function App() {
6   return (
7     <View style={styles.container}>
8       <Header />
9       <StatusBar style="auto" />
10    </View>
11  );
12}
13
14 const styles = StyleSheet.create({
15   container: {
16     flex: 1,
17     backgroundColor: '#fff',
18     flexDirection: 'column',
19   },
20   cards: {
21     padding: 15,
22     marginBottom: 30,
23   }
24 });
25
```

The right side of the interface shows the "Android Emulator - Phone\_API\_30:5554" window, displaying the running Pokédex application with the title "Pokédex" and the subtext "Encontre seu pokémon favorito pela aqui."

At the bottom, the status bar shows: master\* 0 0 0 0, Ln 23, Col 4, Spaces: 2, UTF-8, LF, {}, JavaScript, Go Live, and a bell icon.

A screenshot of a code editor interface, likely Visual Studio Code, displaying a file named `index.js` from a project named `POKEDEXAPP`.

The file tree on the left shows the following structure:

- `POKEDEXAPP`
  - `pokedex`
  - `.expo`
  - `assets`
  - `node_modules`
  - `src`
    - `components`
      - `Button`
      - `Card`
        - `index.js` (highlighted)
        - `styles.js`
    - `Header`
    - `data`
    - `utils`
  - `.gitignore`
  - `App.js`
  - `app.json`
  - `babel.config.js`
  - `package-lock.json`
  - `package.json`
  - `README.md`
- `OUTLINE`
- `TIMELINE`

A large red arrow points to the `index.js` file in the file tree.

The code editor tab for `index.js` is active, showing the following code:

```
1 import { Image, Text, View } from 'react-native'
2 import { styles } from './styles'
3 import { pokemons } from '../../data/pokemons';
4 import { POKEMON_TYPE_COLORS } from '../../utils/colors'
5
6 export default function Card() {
7   let pokemon = pokemons[0];
8   return (
9     <View style={[
10       [
11         styles.container,
12         { backgroundColor: `${POKEMON_TYPE_COLORS[pokemon.Tipo[0].Nome]}` }
13       ]
14     >
15       <View style={styles.info}>
16         <Text style={styles.numero}>#1</Text>
17         <Text style={styles.nome}>Bulbasaur</Text>
18       </View>
19       <View style={styles.imageContainer}>
20         <Image source={{ uri: pokemon.Imagem }} style={styles.imagem} />
21       </View>
22     </View>
23   )
24 }
25 }
```

The status bar at the bottom indicates the file is master\*, has 0 errors and 0 warnings, and is scanning for changes. It also shows the current line is Ln 25, Col 1, with 2 spaces, using CRLF line endings, and is a JavaScript file.

A screenshot of the Visual Studio Code interface. The top bar shows the title "pokedexApp". The left sidebar (Explorer) displays the project structure of "POKEDEXAPP" with a red arrow pointing to the "Card" folder. The main editor area shows the content of "index.js" and "styles.js" files. The bottom status bar shows the file path, line count (Ln 37, Col 1), and other system information.

File Edit Selection View Go ... ← → pokedexApp

EXPLORER ... index.js U styles.js U

POKEDEXAPP

- pokedex
- .expo
- assets
- node\_modules
- src
  - components
    - Button
    - Card
      - index.js
      - styles.js
    - Header
  - data
  - utils
- .gitignore
- App.js
- app.json
- babel.config.js
- package-lock.json
- package.json
- README.md

OUTLINE

TIMELINE

master\* ↗ 0 △ 0 ⚡ 0 (...) : Scanning..

Ln 37, Col 1 Spaces: 4 UTF-8 CRLF {} JavaScript Go Live

```
1 import { StyleSheet } from 'react-native'
2 export const styles = StyleSheet.create({
3   container: {
4     width: '100%',
5     flexDirection: 'row',
6     borderRadius: 8,
7     height: 100,
8     elevation: 8,
9     marginVertical: 10
10 },
11   info: {
12     flex: 0.7,
13     marginLeft: 20,
14     marginTop: 15,
15   },
16   numero: {
17     fontSize: 16,
18   },
19   nome: {
20     fontSize: 18,
21     color: '#fff',
22     fontWeight: 'bold'
23   },
24   imageContainer: {
25     flex: 0.3,
26     justifyContent: 'center'
```

A screenshot of the Visual Studio Code interface. The Explorer sidebar on the left shows the project structure of 'POKEDEXAPP'. A red arrow points from the status bar at the bottom to the 'Card' folder in the Explorer. The Editor tab at the top has 'index.js' and 'styles.js' open. The status bar at the bottom displays file statistics and a scanning message.

File Edit Selection View Go ... ← → pokedexApp

EXPLORER ... JS index.js U JS styles.js U X

POKEDEXAPP

pokedex > src > components > Card > JS styles.js > ...

POKEDEXAPP

- ✓ pokedex
  - > .expo
  - > assets
  - > node\_modules
- ✓ src
  - ✓ components
    - > Button
    - ✓ Card
      - JS index.js U
      - JS styles.js U
    - > Header
  - > data
  - > utils
- > .gitignore
- JS App.js
- {...} app.json
- B babel.config.js
- JS package-lock.json
- JS package.json
- i README.md

OUTLINE

TIMELINE

master\* ↗ 0 △ 0 ⚡ 0 (...) : Scanning..

Ln 37, Col 1 Spaces: 4 UTF-8 CRLF {} JavaScript Go Live

```
name: {  
  fontSize: 18,  
  color: '#fff',  
  fontWeight: 'bold'  
},  
imageContainer: {  
  flex: 0.3,  
  justifyContent: 'center',  
  alignItems: 'center'  
},  
image: {  
  width: 120,  
  height: 120,  
  right: 10,  
  position: 'absolute',  
  top: -20  
}  
})
```

A screenshot of the Visual Studio Code (VS Code) interface. The title bar shows the project name "pokedexApp". The left sidebar contains icons for file operations like Open, Save, Find, and Settings. The Explorer sidebar shows the project structure under "POKEDEXAPP", including folders for ".expo", "assets", "node\_modules", "src" (which contains "components", "Button", "Card" (with files "index.js" and "styles.js"), "Header", "data", "utils", and ".gitignore"), and files like "App.js", "app.json", "babel.config.js", "package-lock.json", "package.json", and "README.md". A red arrow points from the bottom-left towards the "App.js" file in the Explorer. The main editor area displays the "App.js" code:

```
1 import { StatusBar } from 'expo-status-bar';
2 import { StyleSheet, View } from 'react-native';
3 import Header from './src/components/Header';
4 import Card from './src/components/Card';
5
6 export default function App() {
7   return (
8     <View style={styles.container}>
9       <Header />
10      <Card />
11      <StatusBar style="auto" />
12    </View>
13  );
14}
15
16 const styles = StyleSheet.create({
17   container: {
18     flex: 1,
19     backgroundColor: '#fff',
20     flexDirection: 'column',
21   },
22   cards: {
23     padding: 15,
24     marginBottom: 30,
25   }
26 })
```

The status bar at the bottom shows "master\*" and "Scanning..". The bottom right corner has a "Go Live" button.

A screenshot of a developer's workspace, likely using Visual Studio Code, showing the development of a React Native Pokédex application.

**File Explorer:** The left sidebar shows the project structure under the "POKEDEXAPP" folder. Key files include `App.js`, `package.json`, and `babel.config.js`. The `src` folder contains `components`, `assets`, and `utils`.

**Code Editor:** The main editor window displays the `App.js` file. The code defines a functional component `App` that returns a `<View>` component styled with `StyleSheet.create`. The styling includes a container with flex: 1, backgroundColor: '#fff', and flexDirection: 'column'. It also includes a cards section with padding: 15 and marginBottom: 30.

```
import { StatusBar } from 'expo-status-bar';
import { StyleSheet, View } from 'react-native';
import Header from './src/components/Header';
import Card from './src/components/Card';

export default function App() {
  return (
    <View style={styles.container}>
      <Header />
      <Card />
      <StatusBar style="auto" />
    </View>
  );
}

const styles = StyleSheet.create({
  container: {
    flex: 1,
    backgroundColor: '#fff',
    flexDirection: 'column',
  },
  cards: {
    padding: 15,
    marginBottom: 30,
  }
});
```

**Terminal:** The bottom-left terminal shows the command `master* ↵` and the message `(.) : Scanning..`.

**Search Bar:** The top search bar contains the text `pokedexApp`.

**Emulator:** The right side shows the Android Emulator running on a Phone API 30 device. The app interface is titled "Pokédex" with the sub-instruction "Encontre seu pokémon favorito pela aqui." It displays a single result: "#1 Bulbasaur" with an image of the green grass/poison type Pokémon.

File Edit Selection View Go ... ← → pokedexApp

EXPLORER ...

POKEDEXAPP

- pokedex
- .expo
- assets
- node\_modules
- src
  - components
    - Button
      - index.js
      - styles.js
    - Card
    - Header
  - data
  - utils
- .gitignore
- App.js
- app.json
- babel.config.js
- package-lock.json
- package.json
- README.md

OUTLINE

TIMELINE

index.js U styles.js U

pokedex > src > components > Button > index.js > ...

```
1 import { Text, View } from 'react-native'
2 import { darken } from 'polished'
3 import { styles } from './styles'
4
5 export default function Button({ tipo }) {
6   return (
7     <View style={[styles.button, { backgroundColor: `${darken('0.2', tipo.Cor)} ` }]}>
8       <Text style={styles.buttonText}>{tipo.Nome}</Text>
9     </View>
10  )
11}
12
```

master\* ↗ 0 ⚠ 0 ⚡ 0 .. : Scanning..

Ln 12, Col 1 Spaces: 2 UTF-8 CRLF {} JavaScript Go Live

A screenshot of the Visual Studio Code (VS Code) interface. The title bar shows the project name "pokedexApp". The left sidebar (Explorer) displays the project structure under "POKEDEXAPP". A red arrow points from the sidebar to the file icon in the top bar. The main editor area shows the content of "index.js".

```
1 import { StyleSheet } from 'react-native'
2
3 export const styles = StyleSheet.create({
4   button: {
5     minWidth: 40,
6     height: 25,
7     paddingHorizontal: 10,
8     borderRadius: 4,
9     justifyContent: 'center',
10    alignItems: 'center',
11    marginRight: 5,
12    elevation: 8,
13  },
14  buttonText: {
15    color: '#fff',
16    fontSize: 14,
17    fontWeight: 'bold'
18 }
19 })
20
```

The Explorer sidebar shows the following files and folders:

- pokedex
- .expo
- assets
- node\_modules
- src
  - components
    - Button
      - index.js
      - styles.js
    - Card
      - index.js
      - styles.js
    - Header
    - data
    - utils
  - .gitignore
  - App.js
  - app.json
  - babel.config.js
  - package-lock.json

The bottom navigation bar includes tabs for "OUTLINE" and "TIMELINE". The status bar at the bottom shows the file path "pokedex > src > components > Button > styles.js", line 12, column 18, and other details like "Spaces: 2", "UTF-8", and "JavaScript".

A screenshot of the Visual Studio Code (VS Code) interface. The title bar shows the project name "pokedexApp". The left sidebar contains icons for file operations like Open, Save, Find, and Undo/Redo. The main area has tabs for "EXPLORER", "index.js", and "Card". The "EXPLORER" tab shows the project structure:

- POKEDEXAPP
  - pokedex
    - .expo
    - assets
    - node\_modules
  - src
    - components
      - Button
        - index.js
        - styles.js
      - Card
        - index.js
        - styles.js
      - Header
    - data
    - utils
    - .gitignore
    - App.js
    - app.json
    - babel.config.js
    - package-lock.json
- OUTLINE
- TIMELINE

A red arrow points from the "Card" folder in the Explorer to the "index.js" file in the code editor. The code editor shows the following JavaScript code:

```
import { ScrollView, Image, Text, View } from 'react-native'
import { styles } from './styles'
import { pokemons } from '../../data/pokemons';
import { POKEMON_TYPE_COLORS } from '../../utils/colors'
import Button from '../Button'

export default function Card() {
  let pokemon = pokemons[0];
  return (
    <View style={ styles.container,
      { backgroundColor: `${POKEMON_TYPE_COLORS[pokemon.Tipo[0].Nome]}` }
    }>
      <View style={styles.info}>
        <Text style={styles.numero}>#1</Text>
        <Text style={styles.nome}>Bulbasaur</Text>
        <ScrollView horizontal>
          {pokemon.Tipo.map((tipo) => (
            <Button tipo={tipo} key={tipo.Nome} />
          ))}
        </ScrollView>
      </View>
      <View style={styles.imageContainer}>
        <Image source={require(`../../data/pokemons/${pokemon.Tipo[0].Nome}.png`)} />
      </View>
    
```

The code defines a `Card` component that imports various React Native components and utility files. It retrieves the first `pokemon` from the `pokemons` array and applies a background color based on its type. The component then displays the `numero` and `nome` of the `pokemon`, uses a `ScrollView` to show multiple `Button` components corresponding to the `pokemon.Tipo`, and finally displays the `pokemon`'s image.

File Edit Selection View Go ... ← → 🔍 pokedexApp

EXPLORER

POKEDEXAPP

- pokedex
- .expo
- assets
- node\_modules
- src
  - components
    - Button
      - index.js
      - styles.js
    - Card
      - index.js
      - styles.js
    - Header
  - data
  - utils
- .gitignore
- App.js
- app.json
- babel.config.js
- package-lock.json

OUTLINE

TIMELINE

index.js U X

pokedex > src > components > Card > index.js > Card

```
1 import { ScrollView, Image, Text, View } from 'react-native'
2 import { styles } from './styles'
3 import { pokemons } from '../../data/pokemons';
4 import { POKEMON_TYPE_COLORS } from '../../utils/colors'
5 import Button from '../Button'
6
7 export default function Card() {
8     let pokemon = pokemons[0];
9     return (
10         <View style={ styles.container,
11             [
12                 styles.container,
13                 { backgroundColor: `${POKEMON_TYPE_COLORS[pokemon.Tipo]}`
14             ]
15         >
16             <View style={styles.info}>
17                 <Text style={styles.numero}>#1</Text>
18                 <Text style={styles.nome}>Bulbasaur</Text>
19                 <ScrollView horizontal>
20                     {pokemon.Tipo.map((tipo) => (
21                         <Button tipo={tipo} key={tipo.Nome} />
22                     ))
23                 </ScrollView>
24             </View>
25             <View style={styles.imageContainer}>
26                 <Image source={require(`../../img/pokemon/${pokemon.Tipo}.png`)} />
```

Android Emulator - Phone\_API\_30:5554

9:29 🔍 🌐 🛡️

Pokédex

Encontre seu pokémon favorito pela aqui.

#1 Bulbasaur

Planta Venenoso



The screenshot shows a code editor interface with the following details:

- File Bar:** File, Edit, Selection, View, Go, ...
- Search Bar:** pokedexApp
- Icons:** Explorer, Search, Issues (19), Find, Split, Help, Outline, Timeline.
- EXPLORER:** Shows the project structure under POKEDEXAPP:
  - pokedex
  - .expo
  - assets
  - node\_modules
  - src
    - components
      - Button
        - index.js
        - styles.js
      - Card
        - index.js (highlighted with a red arrow)
        - styles.js
        - Header
    - data
    - utils
    - .gitignore
    - App.js
    - app.json
    - babel.config.js
    - package-lock.json
  - index.js:** A file named index.js is selected in the Explorer. The code is a Card component implementation:

```
1 import { Image, ScrollView, Text, View } from 'react-native'
2 import { styles } from './styles'
3 import Button from '../Button'
4 import { POKEMON_TYPE_COLORS } from '../../../../../utils/colors'
5
6 export default function Card({ pokemon }) {
7   return (
8     <View style={[
9       styles.container,
10      { backgroundColor: `${POKEMON_TYPE_COLORS[pokemon.Tipo[0].Nome]}` }
11    ]}>
12
13     <View style={styles.info}>
14       <Text style={styles.numero}>#{pokemon.Numero}</Text>
15       <Text style={styles.nome}>{pokemon.Nome}</Text>
16       <ScrollView horizontal>
17         {pokemon.Tipo.map((tipo) => (
18           <Button tipo={tipo} key={tipo.Numero} />
19         ))}
20       </ScrollView>
21     </View>
22     <View style={styles.imageContainer}>
23       <Image source={{ uri: pokemon.Imagem }} style={styles.imagem} />
24     </View>
25   </View>
26 }
```

  - Bottom Status Bar:** master\* ↻ 0 ⚠ 0 ⚡ 0 .. Scanning..
  - Bottom Right:** Ln 5, Col 1, Spaces: 2, UTF-8, CRLF, {}, JavaScript, Go Live, Bell icon.

A screenshot of the Visual Studio Code (VS Code) interface. The title bar shows the project name "pokedexApp". The left sidebar contains icons for file operations like Open, Save, Find, and Settings. The Explorer sidebar shows the project structure under "POKEDEXAPP", including folders for ".expo", "assets", "node\_modules", "src" (which contains "components", "Button", "Card", "Header", "data", "utils", and ".gitignore"), and files like "App.js", "app.json", "babel.config.js", and "package-lock.json". A red arrow points from the bottom-left towards the "App.js" file in the Explorer. The main editor area displays the "App.js" code:

```
1 import { StatusBar } from 'expo-status-bar';
2 import { FlatList, SafeAreaView, StyleSheet, Text, View } from 'react-native';
3 import Header from './src/components/Header';
4 import Card from './src/components/Card';
5 import { pokemons } from './src/data/pokemons';
6
7 export default function App() {
8   const renderPokemon = ({ item }) => (
9     <Card pokemon={item} key={item.Numero} />
10 );
11
12   return (
13     <SafeAreaView style={styles.container}>
14       <Header />
15       <FlatList
16         data={pokemons}
17         style={styles.cards}
18         keyExtractor={(pokemon) => pokemon.Numero.toString() }
19         renderItem={renderPokemon}>
20       </FlatList>
21       <StatusBar style="auto" />
22     </SafeAreaView>
23   );
24 }
25
26 const styles = StyleSheet.create({
```

The status bar at the bottom shows "master\*" and "Scanning..". The bottom right corner has a "Go Live" button.

File Edit Selection View Go ... ← → 🔍 pokedexApp

EXPLORER

POKEDEXAPP

- pokedex
- .expo
- assets
- node\_modules
- src
  - components
    - Button
      - index.js
      - styles.js
    - Card
      - index.js
      - styles.js
    - Header
    - data
    - utils
  - .gitignore
  - App.js
  - app.json
  - babel.config.js
  - package-lock.json

OUTLINE

TIMELINE

App.js U X

pokedex > App.js > ...

```
1 import { StatusBar } from 'expo-status-bar';
2 import { FlatList, SafeAreaView, StyleSheet, Text, View }
3 import Header from './src/components/Header';
4 import Card from './src/components/Card';
5 import { pokemons } from './src/data/pokemons';
6
7 export default function App() {
8   const renderPokemon = ({ item }) => (
9     <Card pokemon={item} key={item.Numero} />
10 );
11
12   return (
13     <SafeAreaView style={styles.container}>
14       <Header />
15       <FlatList
16         data={pokemons}
17         style={styles.cards}
18         keyExtractor={(pokemon) => pokemon.Numero.toString()}
19         renderItem={renderPokemon}>
20       </FlatList>
21       <StatusBar style="auto" />
22     </SafeAreaView>
23   );
24 }
25
26 const styles = StyleSheet.create({
```

Android Emulator - Phone\_API\_30:5554

9:33 🔍 🌐 🛡️

Pokédex

Encontre seu pokémon favorito pela aqui.

#	Pokémon	Tipos
#1	Bulbasaur	Planta Venenoso
#2	Ivysaur	Planta Venenoso
#3	Venusaur	Planta Venenoso
#4	Charmander	Fogo
#5	Charmeleon	Fogo
#6	Charyizard	Fogo

Ln 25, Col 1 Spaces: 2 UTF-8 LF {} JavaScript ⚡ Go Live