TECHNOLOGICAL UNIVERSITY OF TIJUANA

App designs

4 D

Practice 2 lab01

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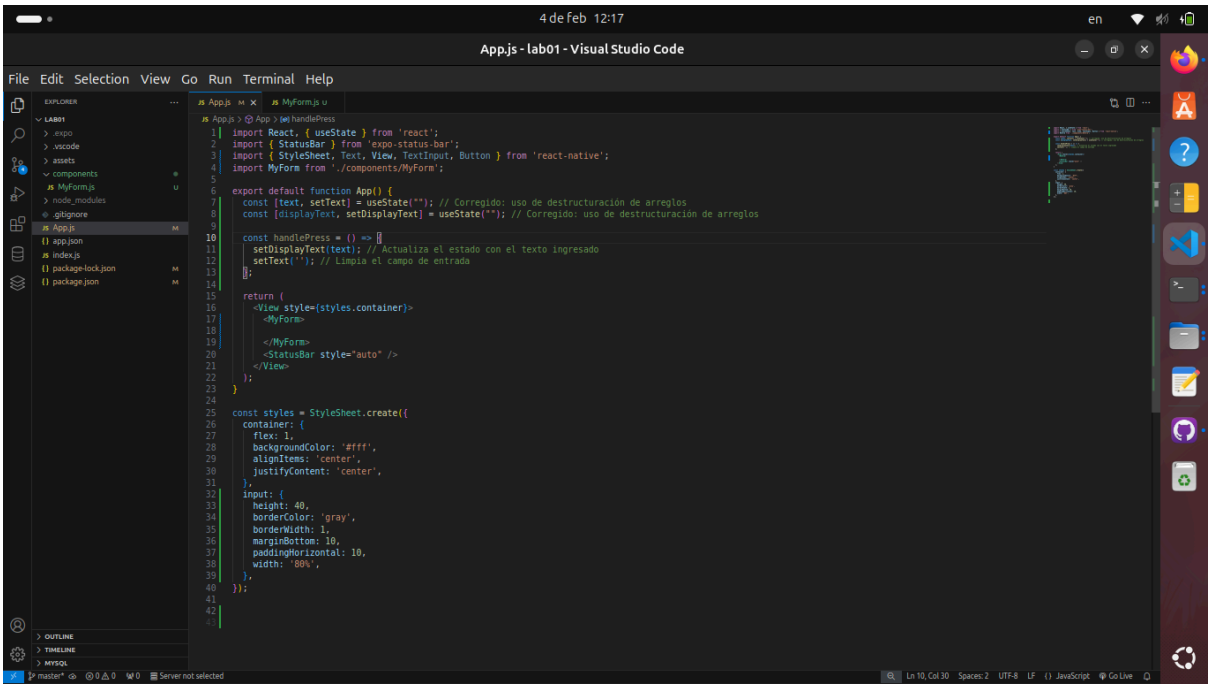
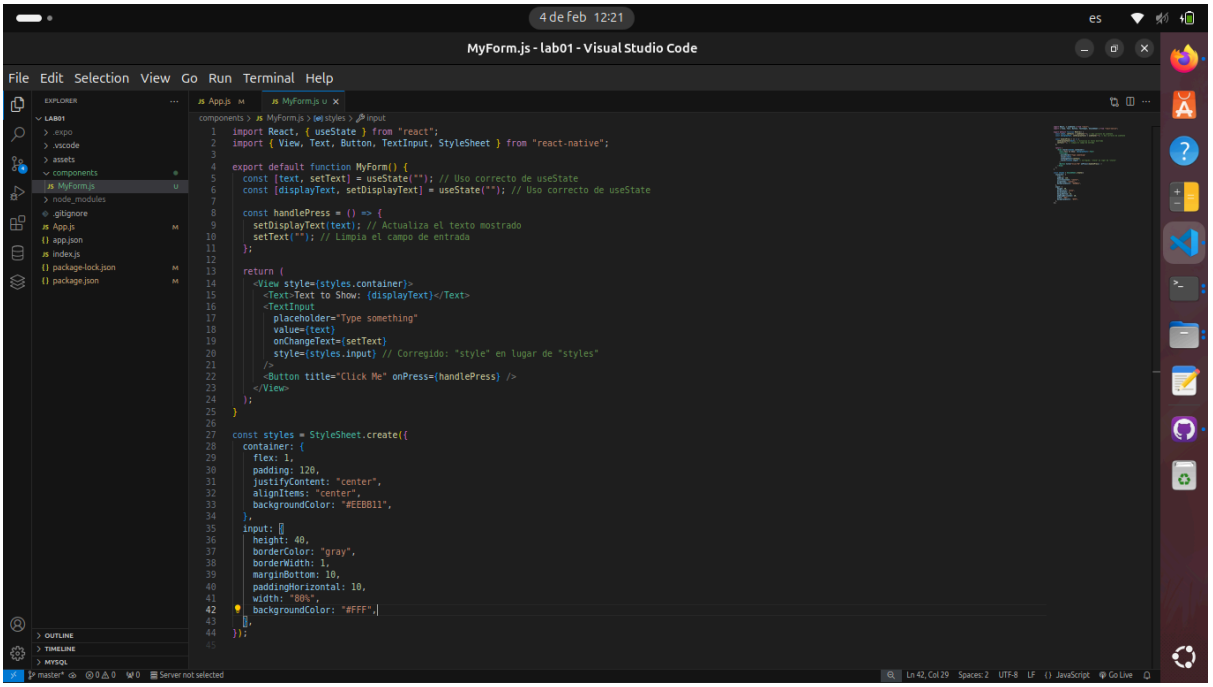
This is the second practice that was carried out in the laboratory. In this practice, what was created was a mobile application where the user wrote what they wanted and the written message would be stored in a text label.

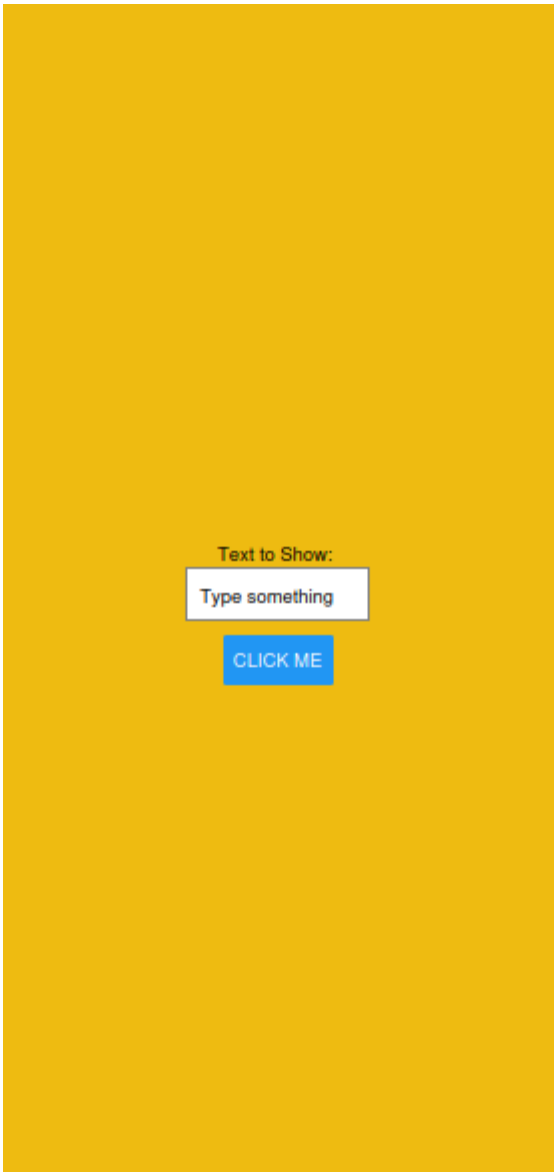
In this image what you can see is the code of the first file of the program where the constant that will be used in the program is being established and a function that was performed in another file is being called.



This is the image of the other file that was made in this practice, it is where the function that is called in the main file is developed, where we have the textInput and the functional button, in addition to the constant to make the button perform the action of writing the text.



In this image we can see the program running, showing the textInput and the button which are the main parts of this mobile application.



In this image we can see the program working, a text was entered and this text was saved in the text label.