



Control panel

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ControlPanel Screen1 Add Screen Remove Screen Designer Blocks

Search Components...

User Interface

- Button
- CheckBox
- DatePicker
- Image
- Label
- ListPicker
- ListView
- Notifier
- PasswordTextBox
- Slider
- Spinner
- Switch
- TextBox
- TimePicker
- WebView

Layout

Media

Drawing and Animation

Viewer

Display hidden components in Viewer

Phone size (505,320)

Control Panel

Forward

Left Stop Right

Backward

Components

- Screen1
 - HorizontalArrangement1
 - Forward
 - HorizontalScrollArranger
 - Left
 - Stop
 - Right
 - HorizontalArrangement3
 - Backward
 - TinyDB1

Rename Delete

Media

Upload File...

Properties

Screen1

AboutScreen

AccentColor

None

AlignHorizontal

Center: 3

AlignVertical

Center: 2

AppName

ControlPanel

BackgroundColor

Custom...

BackgroundImage

None...

BlocksToolkit

All

CloseScreenAnimation

Default

Icon

None...

OpenScreenAnimation

Default

PrimaryColor

Default

PrimaryColorDark

Default

Non-visible components

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ControlPanel Screen2 Add Screen Remove Screen Designer Blocks

Search Components...

User Interface

- Button
- CheckBox
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- Image
- Label
- ListPicker
- ListView
- Notifier
- PasswordTextBox
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- Switch
- TextBox
- TimePicker
- WebView

Layout

Media

Drawing and Animation

Viewer

Display hidden components in Viewer

Phone size (505,320)

Screen2

Back To Home

Components

- Screen2
 - Label1
 - Button1
 - TinyDB1

Rename Delete

Media

Upload File...

Properties

Screen2

AboutScreen

AlignHorizontal

Center: 3

AlignVertical

Center: 2

BackgroundColor

Custom...

BackgroundImage

None...

CloseScreenAnimation

Default

OpenScreenAnimation

Default

ScreenOrientation

Unspecified

Scrollable

ShowStatusBar

True

Title

Screen2

TitleVisible

True

Non-visible components

Screen 1:

initialize global Up to " Forward "

initialize global Down to " Backward "

```
when Forward.Click
do
  set global Up to " Forward "
  call TinyDB1.StoreValue
    tag " Forward "
    valueToStore get global Up
  open another screen with start value screenName " Screen2 "
    startValue get global Up
```

```
when Backward.Click
do
  set global Down to " Backward "
  call TinyDB1.StoreValue
    tag " Forward "
    valueToStore get global Down
  open another screen with start value screenName " Screen2 "
    startValue get global Down
```

initialize global Left to " Left "

initialize global Right to " Right "

```
when Left.Click
do
  set global Left to " Left "
  call TinyDB1.StoreValue
    tag " Left "
    valueToStore get global Left
  open another screen with start value screenName " Screen2 "
    startValue get global Left
```

```
when Right.Click
do
  set global Right to " Right "
  call TinyDB1.StoreValue
    tag " Right "
    valueToStore get global Right
  open another screen with start value screenName " Screen2 "
    startValue get global Right
```

initialize global Stop to "Stop"

```
when Stop.Click
do
  set global Stop to "Stop"
  call TinyDB1.StoreValue
    tag "Stop"
    valueToStore get global Stop
  open another screen with start value screenName "Screen2"
    startValue get global Stop
```

Screen 2:

```
initialize global Forward to get start value
initialize global Backward to get start value
initialize global Stop to get start value
initialize global Rightt to get start value
initialize global Left to get start value

when Screen2.Initialize
do
  if compare texts get global Forward = "Forward"
  then set Label1.Text to get global Forward
  else if compare texts get global Backward = "Backward"
  then set Label1.Text to get global Backward
  else if compare texts get global Left = "Left"
  then set Label1.Text to get global Left
  else if compare texts get global Rightt = "Right"
  then set Label1.Text to get global Rightt
  else if compare texts get global Stop = "Stop"
  then set Label1.Text to get global Stop
  else set Label1.Text to "Error"

when Button1.Click
do
  open another screen screenName "Screen1"
```

Manar Alsofiani