Multi-Screen Mobile Application Lab Guide

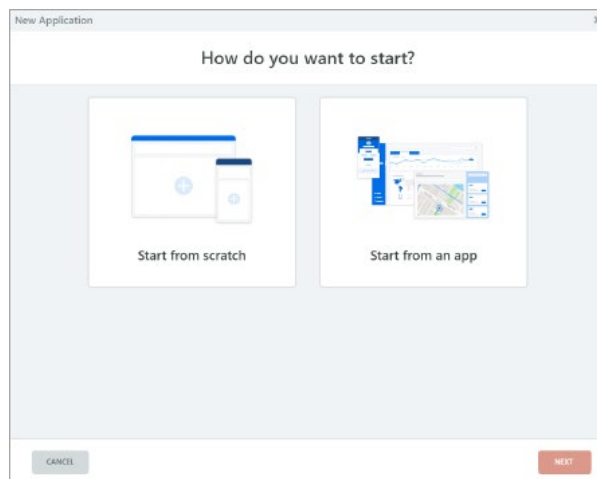**Exercise 1: Moving from One Screen to another Screen**

In this exercise, you will create a multi-screens application. We will learn how to navigate from one screen to another screen.
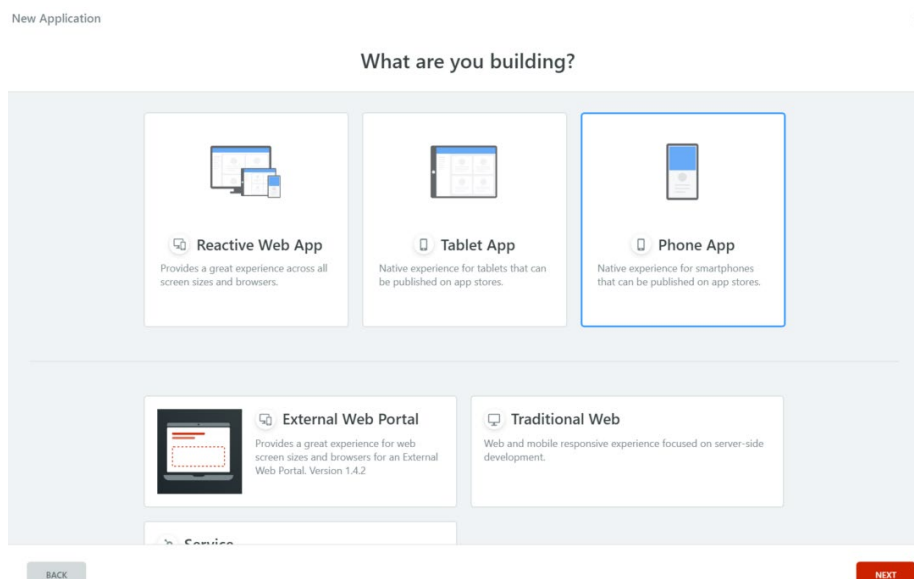
1. Create a new mobile application named **Multi-Screen App**, with a **Phone App** Module
   a. In the 'Applications in Development' area, click **New Application**.

New Application   Install from Forge

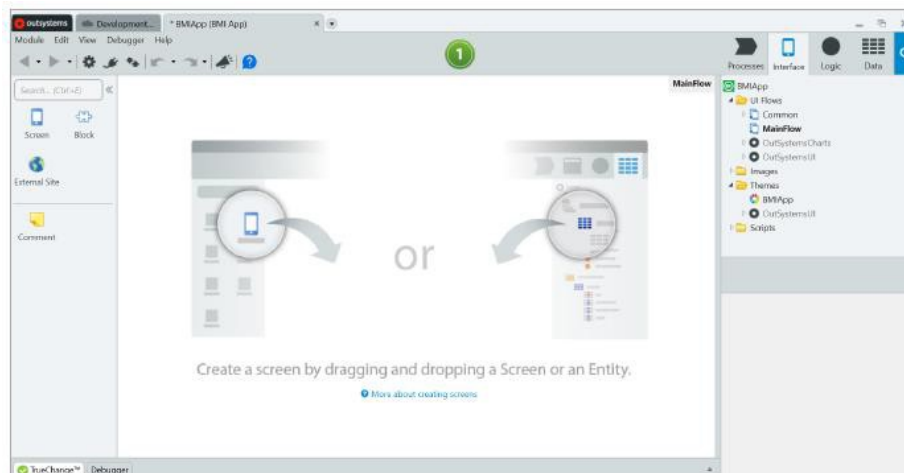   b. In the **New Application** dialog, select **Start from scratch**, and then click **Next**.

   c. Select the **Phone App** template, and then click Next. The templates provide a starting point for the application, containing the layout structure for the mobile app.
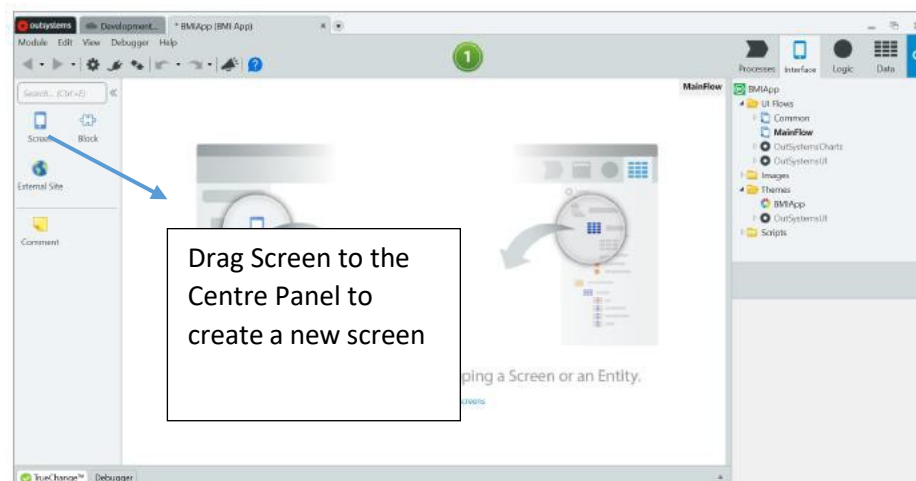
d. Set the Application Name to *Multi-Screen App*.

e. Type in a simple description for the application.

f. Select **Create App**.

g. In the **Modules** area, the list of modules of the application can be found. Specify the **Module Name** as **MultiScreenApp** and select the **Phone App** module type. Click **Create Module** to create the module.
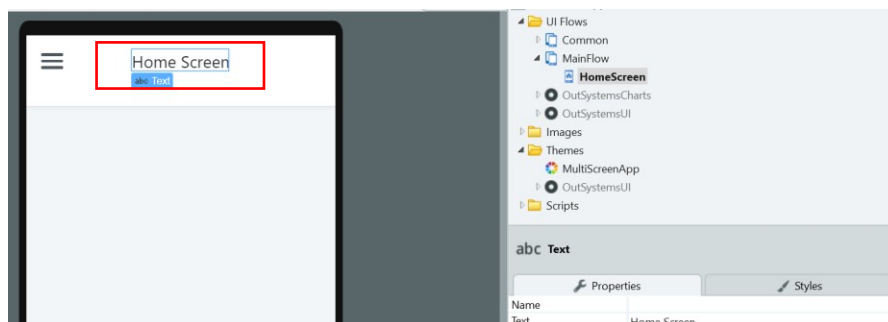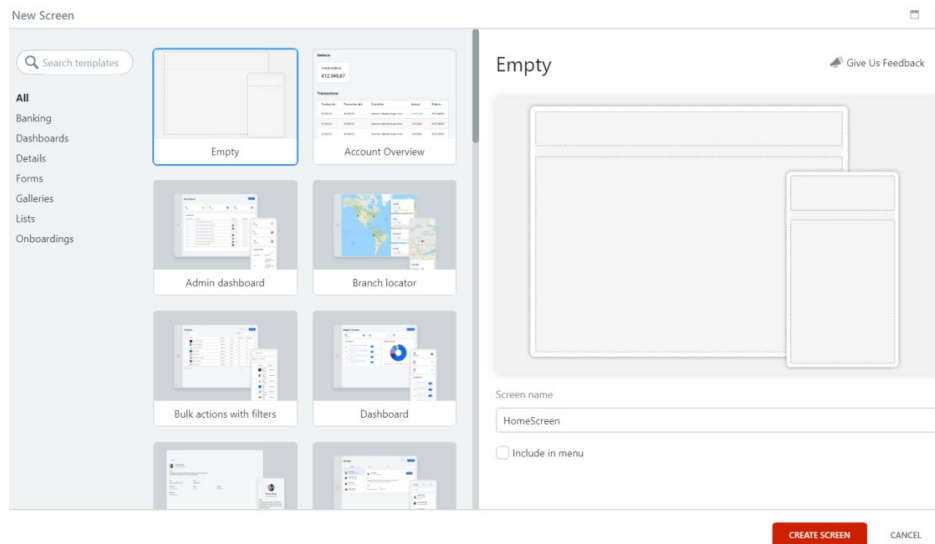

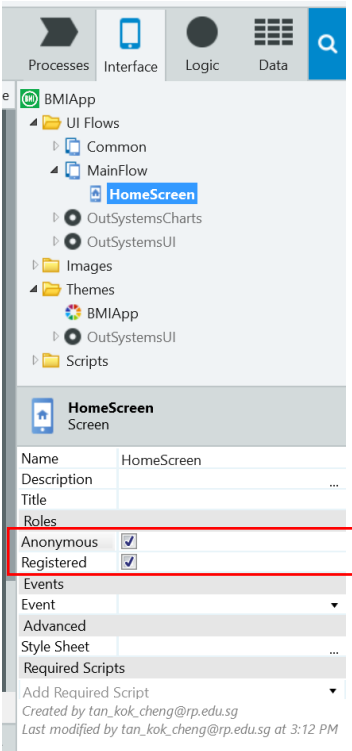h. Notice that the application is created and the module is opened. You should see the workspace as shown below.

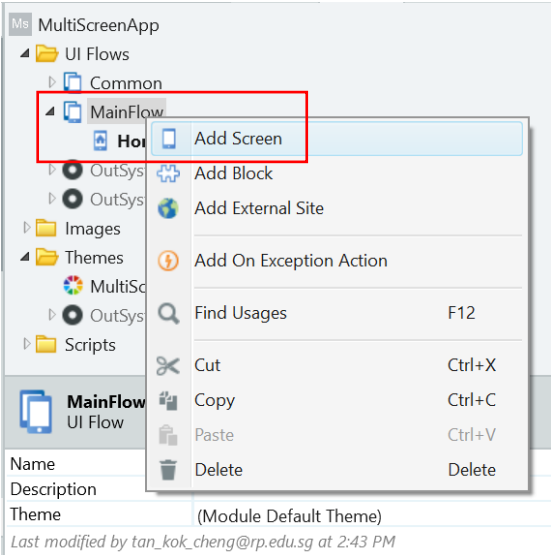i. In the **Interface** Tab, drag the Screen to the Center of the Panel to create a new screen.

j. Select **Empty** in the **New Screen** Dialog, and enter **HomeScreen** for the Screen name. Click on **CREATE SCREEN** button.
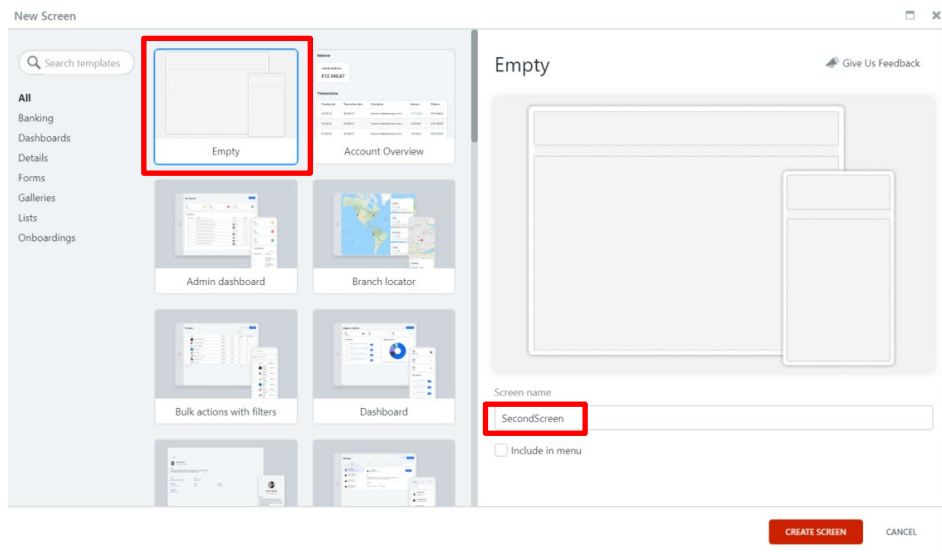
2. In the **Interface** tab, click on **HomeScreen**, and under **Role**, make sure the checkbox for **Anonymous** is checked.
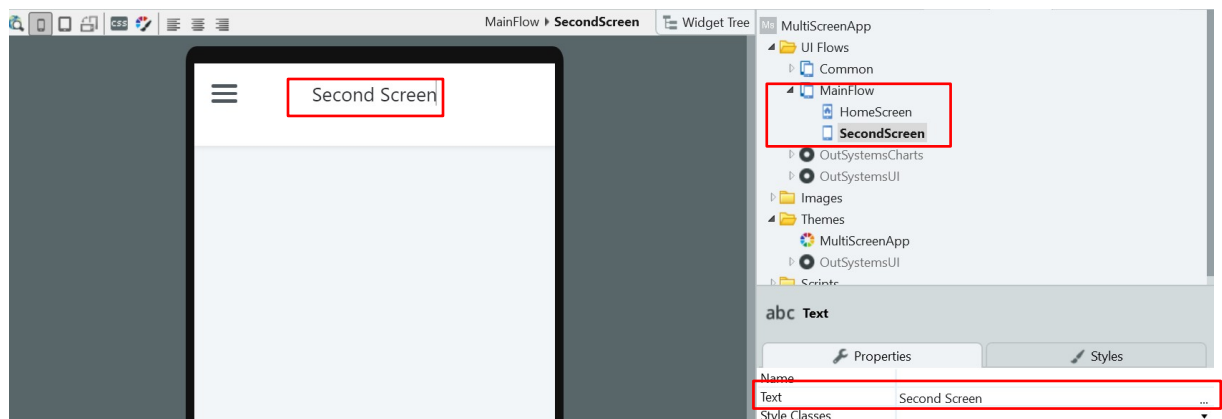

3. In the **Interface** tab, right-click on **MainFlow**, and select **Add Screen**.
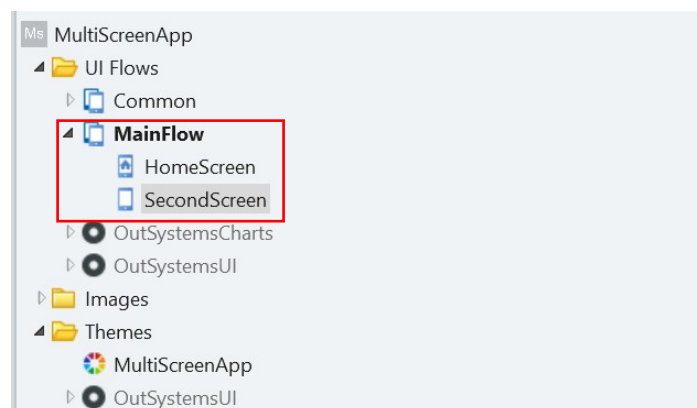
4. Select the **Empty** template, enter **SecondScreen** under Screen name. Click on **Create Screen** button.
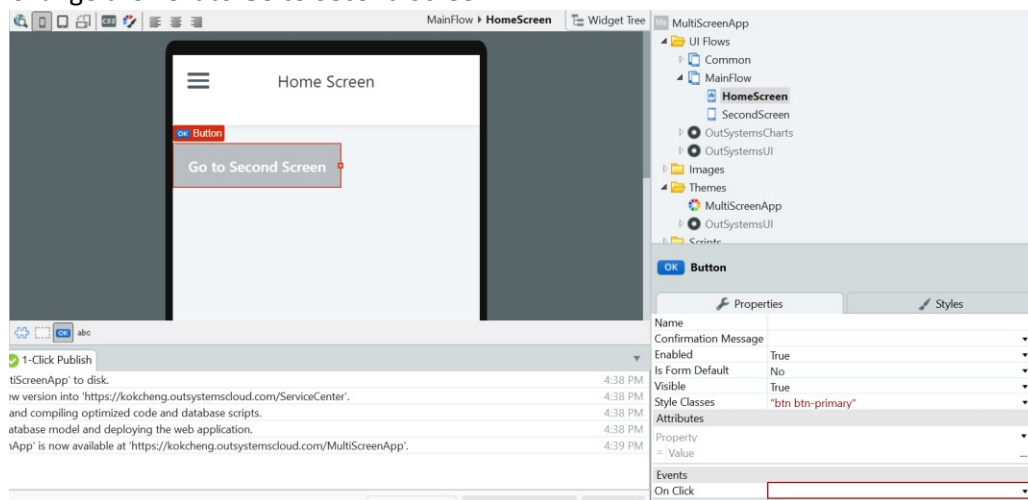

5. You will see a new screen added to the MainFlow. Change the title of the newly created screen to **Second Screen**.
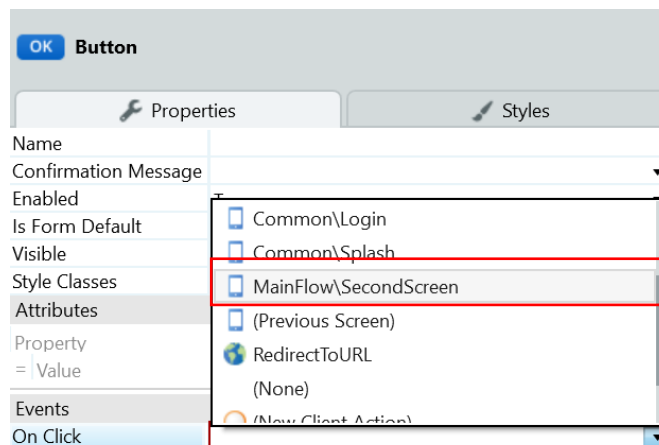

6. You will notice that the HomeScreen's icon contains a House. This indicates that **HomeScreen** is the default screen when the mobile app is launched.
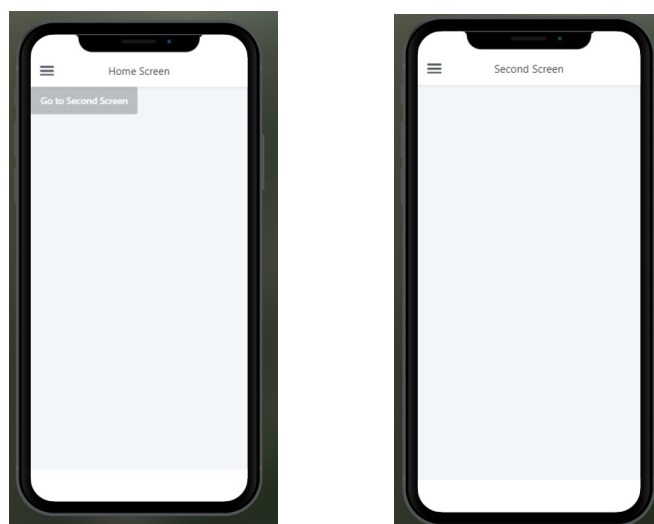
7. Double-click on the **HomeScreen** to show the user interface. Add a button to the **HomeScreen**. Change the Text to **Go to Second Screen**.

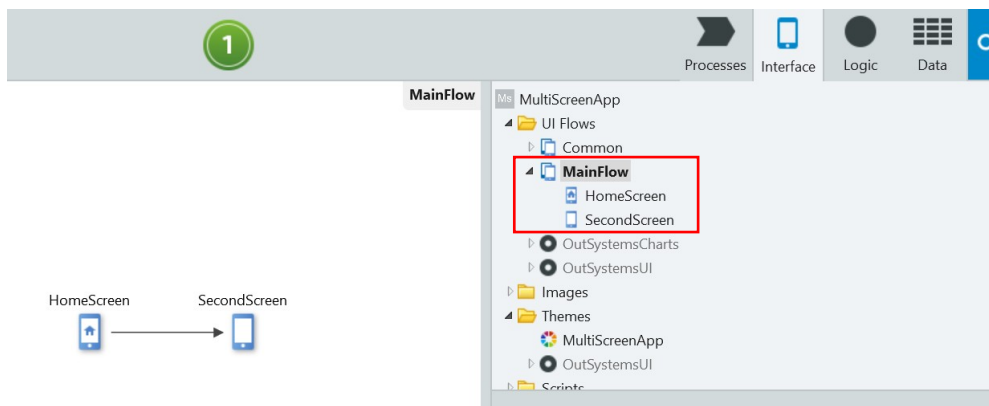8. In the **On Click** event for the button, select **MainFlow\SecondScreen**.

9. You may click on the ① 1-Click Publish button to update and test the app. Click on **Go to Second Screen** button, and you will see how you can move from one screen to another screen.
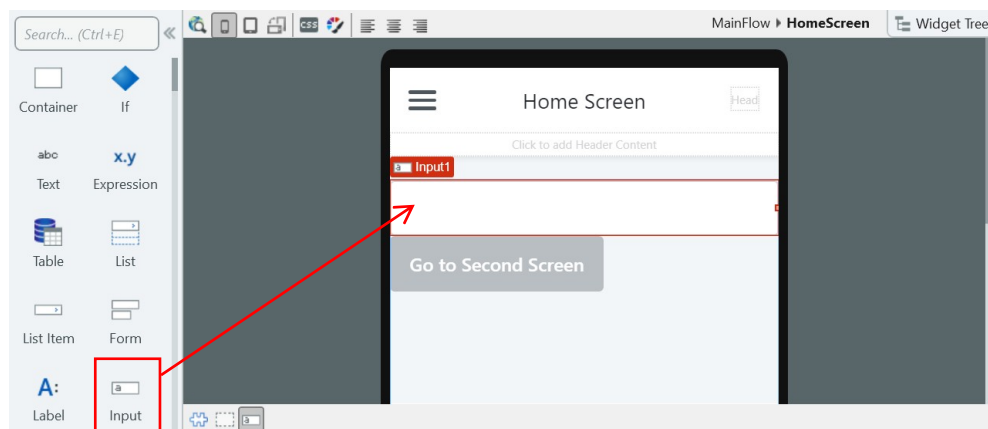
Exercise 2: Passing Data from One Screen to another Screen

In this exercise, you will continue to work with the multi-screens application. You will learn how to pass data from one screen to another screen.
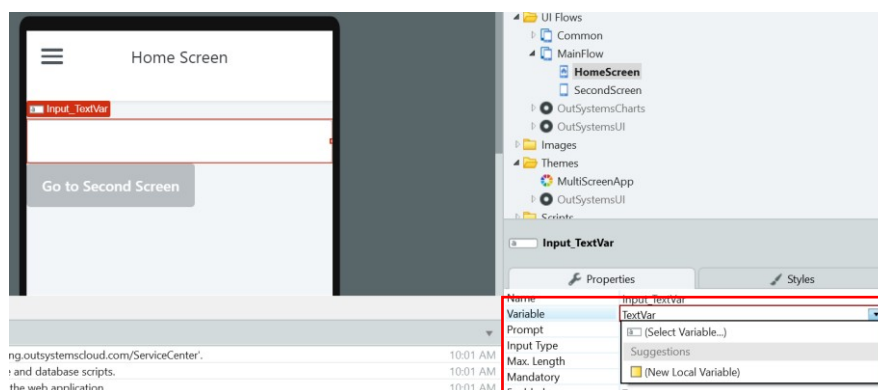
1. Double-click on the **MainFlow** to show all the screens created for the Mobile App. You can drag from the **HomeScreen** to the **SecondScreen** to show the navigation flow between the 2 screens.
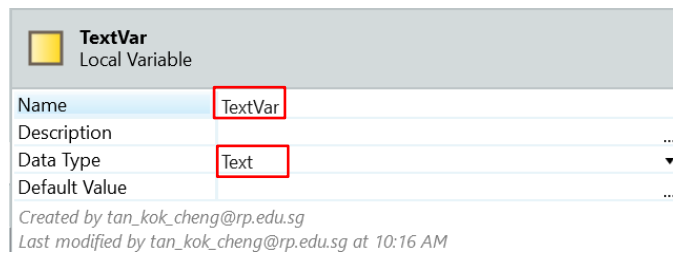
2. Open the HomeScreen, add a **Input** Widget just above the **Go to Second Screen** button.
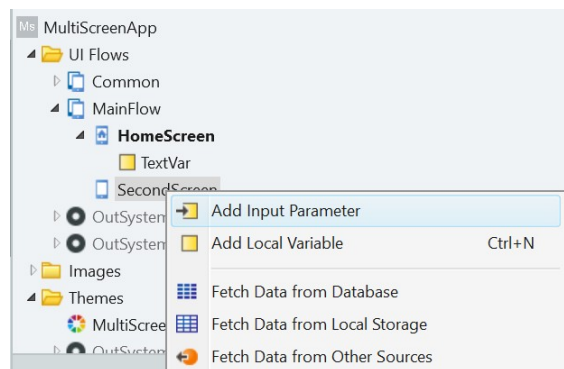
3. Under **Variable** property of the **Input** widget, add a new Local Variable.
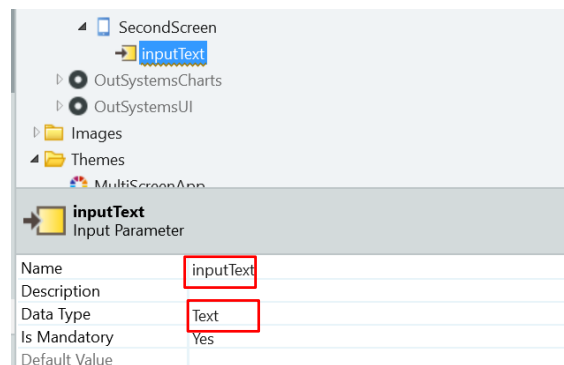
4. Use the suggested variable name: **TextVar**, and choose **Text** as the Data Type.

5. Right-click on the **SecondScreen**, and select Add Input Parameter.

6. Name the variable as **InputText** with the Data Type of **Text**.
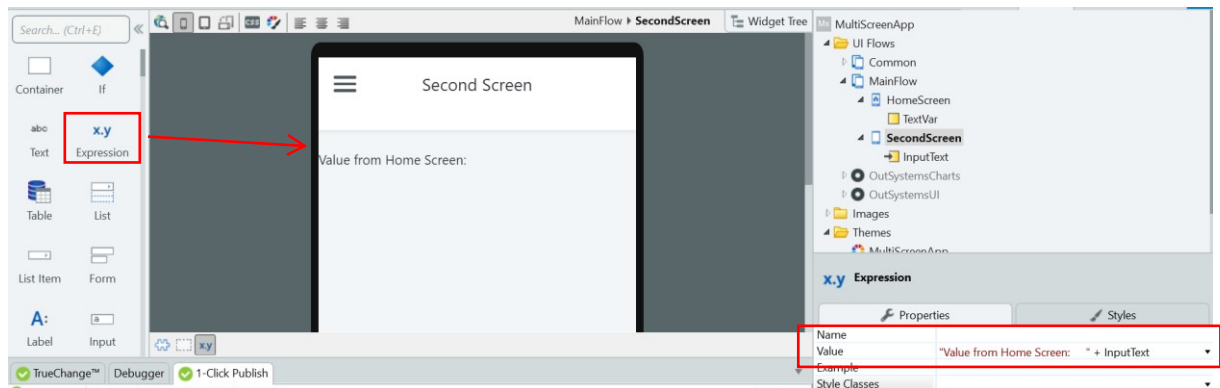

7. You will notice that there is some error message appearing in the workspace. This is because the **SecondScreen** now expect a variable of text Data type to be passed over from the **HomeScreen**.

8. Double click on the **HomeScreen** in the MainFlow, Select the **Go to Second Screen** button. Under the On Click event, add **TextVar** as the Input parameter for the **SecondScreen**.
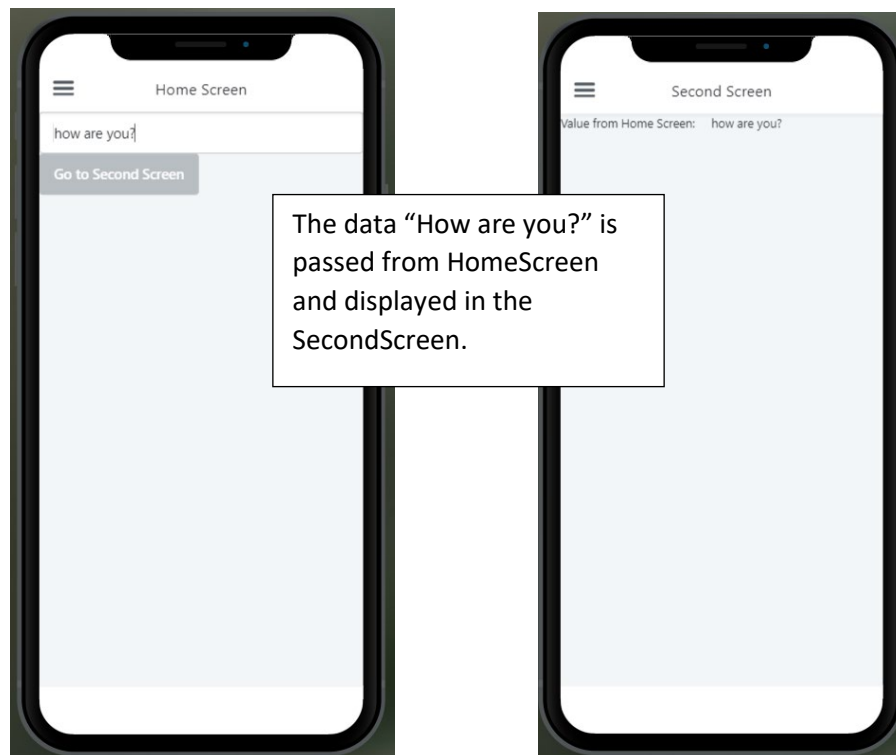
9. Go to **SecondScreen**, and add an **Expression** widget to the **Content** area. In the **Expression Value** dialog, enter the following:

```
"Value from Home Screen:     " + InputText
```


10. You may click on the ⓵ 1-Click Publish button to update and test the app. Enter some text in the Input Widget in the **HomeScreen**. Click on **Go to Second Screen** button, and you will see how the data is passed from the **HomeScreen** and displayed in the **Expression** Widget in the SecondScreen.

The data "How are you?" is passed from HomeScreen and displayed in the SecondScreen.

End of Lab