

Topic	Home Screen and Navigation	
Class Description	The student learns to create buttons using toucha The student also learns to navigate from the Home other screens.	
Class	C77	
Class time	50 mins	
Goal	 Planning different elements in the app's home setting their placements to achieve a nice-looki Add elements to the screen such as buttons an 	ng UI.
Resources Required	 Teacher Resources Visual Studio Code Editor laptop with internet connectivity earphones with mic notebook and pen Student Resources Visual Studio Code Editor laptop with internet connectivity earphones with mic notebook and pen 	
Class structure	Warm-Up Teacher-Led Activity Student-Led Activity Wrap-Up	10 mins 15 mins 20 mins 5 mins
WARM-UP SESSION - 10 mins		
Teacher starts slideshow from slides 1 to 11		

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Refer to speaker notes and follow the instructions on each slide.		
Activity details		
Hey <student name="">. How are you? It's great to see you! Are you excited to learn something new today?</student>	ESR: I am doing great!	
Run the presentation from slide 1 to slide 4.		
The following are the warm-up session deliverables: • Connecting students to the previous class.	4 3.49	
QnA Session		
Question	ingi	
Which navigator have we used in our app so far?	D	
 A. BottomTabNavigator and TopTabNavigator B. TopTabNavigator and DrawerNavigator C. BottomTabNavigator and Drawer Navigator D. Only Stack Navigator 		
To run the app which command is used? A. expo init B. expo publish C. npm install D. expo start	D	
Continue the warm-up session		
Activity details	Solution/Guidelines	
Run the presentation from slide 5 to slide 11 to set the	Narrate the slides by using hand gestures and voice	

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problem statement.	modulation methods to bring in more interest in students	
Following are the session deliverables:		
Add a Title to the Home Screen.Create buttons for different screens		
Teacher ends slideshow		
TEACHER-LED ACTIVITY- 1 (15 mins)		
Teacher Initiates Screen Share		
CHALLENGE ■ Add the Title to the Home Screen on our app. ■ Create buttons for different screens on our app.		
Create buttons for different screens on our app.	O,	
Create buttons for different screens on our app. Teacher Action	Student Action	
	Student Action ESR: We see that there is the main screen. This main screen contains buttons to go to different screens or some other functionality such as settings or changing profile picture.	
Teacher Action <the 1="" activity="" class,="" code="" from="" opens="" previous="" teacher="" the=""> When you open any app what are the things that you see? Yes, and this makes it very helpful and easy to have all the functionality in one place. It makes the app more</the>	ESR: We see that there is the main screen. This main screen contains buttons to go to different screens or some other functionality such as settings or changing profile	



So can you tell me what all elements do we want to have on our screen?	ESR: - We want to have a title on the screen. - And 3 buttons showing the titles of the 3 different screens. - Add background images for the screens.
Alright so let's first start with the Title for the app on the home screen.	Kids
Where do we usually have the title for any app?	ESR: At the top of the screen.
What all React Native components do we require to give the title to the app? We have already imported the Text component and the View component from React Native.	ESR: We'll require the Text and View components.
We'll also need to add some styles to the Title for that we'll add a stylesheet where we'll be adding the styles for all the components. Let's use these to create the title.	
Import the Stylesheet from the React Native.	
Create a title using the Text and the View component and adds styles in Stylesheet.	



Where do we see the Title?

Yes!! The title appears there by default, do you know why this happens?

This happens because the **View** starts to read the height from the top most corner which also includes the status bar of the device.

To avoid this, React Native contains a component called the **SafeAreaView** using which we can exclude the status bar on each device.

We'll also need to know the height of the status bar on each of the android devices, so we'll first import the status bar along with **SafeAreaView** from React Native.

But the problem is that we have two OS (operating systems) Android and the Apple OS for phones, and the status bar only works for the android devices, so we'll need

ESR:

We see the title hidden behind the status bar.

ESR:

Varied!

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to check which operating system the user is using and then decide the height of the status bar.

Import the **SafeAreaView** from React Native and use it inside the View component.

We'll assign the height using the **marginTop** property in the stylesheet.

Now to check if the OS is **android** and then assign the height using the **StatusBar** component.

```
import React, { Component } from "react";
    View,
    Text,
    StyleSheet,
    SafeAreaView,
    Platform,
    StatusBar,
export default class HomeScreen extends Component
    render() {
        return (
            <View style={styles.container}>
                 <SafeAreaView style={styles.droidSafeArea}
                        <Text style={styles.titleText}>ISS Tracker App</Text>
const styles = StyleSheet.create({
    container: {
        flex: 1
    droidSafeArea: {
        marginTop: Platform.OS === "android" ? StatusBar.currentHeight : 0
```

Now we can see that the Title has shifted below the status bar of the mobile device.

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But is still that the place where we want the title?

Yes and to do so we'll just add the title inside another **View** and give styling such as **flex** to **0.25 justifyContent** to center, and **alignItems** to center.

As this is our title we'll call it titleBar.

Add the **Text** for the title inside the **View** component.

Create a **titleBar** in the stylesheet and add the styles to it as shown in the below code snippets:

ESR:

No, we want it at the center.





And its corresponding styles would be:

What is the next thing that we want on our screen?

Yes! Can you tell me how can we create them?

We import the TouchableOpacity from the React Native

ESR:

We want to have 3 buttons for the 3 different screens.

ESR:

We can use the

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and using the **Text** component we add the name on the button as **"ISS Location"**.

Touchableopacity to create the buttons.

Similarly, we'll create two other buttons for **Meteors** and **Updates**.

<The teacher codes to create other two buttons for Meteors and Updates>

```
import React, { Component } from "react";
import {
    View,
    Text,
    StyleSheet,
    SafeAreaView,
    TouchableOpacity,
    Platform,
    StatusBar,
} from "react-native";
```



And to create similar buttons for Meteors and Updates, we do:





```
render() {
       <View style={styles.container}>
            <SafeAreaView style={styles.droidSafeArea} />
                <View style={styles.titleBar}>
                    <Text style={styles.titleText}>ISS Tracker App</Text>
                </View>
                <TouchableOpacity>
                    <Text>ISS Location</Text>
                </TouchableOpacity>
                <TouchableOpacity>
                    <Text>Meteors</Text>
                </TouchableOpacity>
                <TouchableOpacity>
                    <Text>Updates</Text>
                </TouchableOpacity>
       </View>
```

We now have the buttons, but they don't look much like buttons, do they?

What can we do to make them look more like buttons?

As these buttons are going to be taking us to the different screens, let's name them routeCards for styling purposes.

In the stylesheet, we'll add the variable called **routeCards**. In the route card styles we'll:-

 First, add some flex to the button using the flex property. It could be anything generally, but since we have 3 screens to route along with our title, we will take a flex of 0.25.

ESR:

No, they don't.

ESR:

We can add some styling to make it look like the buttons.

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- Using the justifyContent and alignItem property we'll get the content aligned to the center of our screen.
- Add margin to the buttons using marginLeft, marginRight, and marginTop properties.
- Create circular borders using borderRadius and background color.

<The teacher codes to add the styles to the buttons>

```
export default class HomeScreen extends Component {
    render() {
        return (
            <View style={styles.container}>
                <SafeAreaView style={styles.droidSafeArea}</pre>
                    <View style={styles.titleBar}>
                        <Text style={styles.titleText}>ISS Tracker App</Text>
                    </View>
                    <TouchableOpacity style={styles.routeCard}>
                         <Text>ISS Location</Text>
                    </TouchableOpacity>
                    <TouchableOpacity style={styles.routeCard} >
                        <Text>Meteors</Text>
                    </TouchableOpacity>
                    <TouchableOpacity style={styles.routeCard} >
                        <Text>Updates</Text>
            </View>
```



```
routeCard: {
    flex: 0.25,
    marginLeft: 50,
    marginRight: 50,
    marginTop: 50,
    borderRadius: 30,
    backgroundColor: 'white'
},
```

You may notice that we have added the **backgroundColor** as "**white**"!

Well, we've done that because we will be adding a background image to this screen later, and white would really look good on that! For now, we can add an extra styling in "routeCard" for the boxes to be visible to us -

< The teacher can also add borderWidth: 2 in routeCards to show students the borders around buttons, which will be removed later>

The buttons look good, but the text inside the buttons is not proper yet, right?

Let's add some styles to it as well.

We called the styles on the button as the **routeCards**, similarly, we'll call the styles for text inside the button as **routeText**.

To style the text we can add some **fontWeight**, **fontSize**, and **color** to the text.

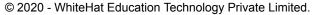


We now add styling to the text in the buttons.

Let's add some styling to the Title of the app as well. Let's call the styling on the title as **titleText**.

To style the title we'll add some **fontWeight**, **fontSize**, and **color** to the text as well.

```
titleText: {
    fontSize: 40,
    fontWeight: "bold",
    color: "white"
},
routeText: {
    fontSize: 35,
    fontWeight: "bold",
    color: "black",
    marginTop: 75,
    paddingLeft: 30
},
```





```
render() {
   return (
       <View style={styles.container}>
            <SafeAreaView style={styles.droidSafeArea} />
                <View style={styles.titleBar}>
                    <Text style={styles.titleText}>ISS Tracker App</Text>
                </View>
                <TouchableOpacity style={styles.routeCard}>
                    <Text style={styles.routeText}>ISS Location</Text>
                </TouchableOpacity>
                <TouchableOpacity style={styles.routeCard} >
                    <Text style={styles.routeText}>Meteors</Text>
               </TouchableOpacity>
                <TouchableOpacity style={styles.routeCard} >
                   <Text style={styles.routeText}>Updates</Text
                </TouchableOpacity>
```



Output: **ISS Location Meteors Updates** We have buttons ready but what's missing? **ESR:** we can't navigate to the different screens when we press the buttons. We can also add some images to the background or the buttons to make it look visually appealing. Would you like to add navigation and images to make the ESR: screen look much more awesome? Yes.

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Awesome! Let's get you started then.

Teacher Stops Screen Share

STUDENT-LED ACTIVITY 1 - 20 mins

- Ask Student to press ESC key to come back to the panel
- Guide Student to start Screen Share
- Teacher gets into Fullscreen

CHALLENGE

- Add images to the different elements of the screen.
- Add navigation on the button press.

Teacher starts slideshow



for slide 12 & 13

Refer to speaker notes and follow the instructions on each slide.

<The teacher guides the student to update their code same as covered during the Teacher Activity> <The student writes code to Add title and buttons to the screen with styling>

First, we can start by adding images to the background and the buttons.

<The teacher guides the student to download the images from <u>Student Activity 1</u> and adds them as assets to the **project** folder> <The student downloads the images from the Student Activity 1 link and adds them as assets to the project folder>





React Native has a component called ImageBackground which will help us to add images to our background.

Import the ImageBackground component first.

<The student imports the
ImageBackground from
the React Native>



```
import {
    View,
    Text,
    StyleSheet,
    SafeAreaView,
    TouchableOpacity,
    Platform,
    StatusBar,
    ImageBackground
} from "react-native";
```

The **ImageBackground** component has a **source** property where we'll provide the location of the assets.

Set the location of the background image in the source property of the **ImageBackground** component.

<The student sets the
location of the background
image in the source
property of the
ImageBackground
component>

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```
const styles = StyleSheet.create({
   container: {
       flex: 1
   droidSafeArea: {
       marginTop: Platform.OS === "android" ? StatusBar.currentHeight : 0
  backgroundImage: {
        resizeMode: 'cover',
    routeCard: {
       flex: 0.2,
       justifyContent: "center",
       alignItems: "center",
       marginLeft: 10,
       marginRight: 10,
       marginTop: 5,
       borderRadius: 10,
       backgroundColor: 'rgba(52, 52, 52, 0.5)'
```

Similarly, we'll use the **Image** component to add the images to the buttons and some text to make it look good.

We'll also add the relevant styling for what we're trying to achieve.

Now, import the **Image** component from React Native and add images to the buttons.

<The student imports the Image component from React Native and adds images to the buttons>

```
import {
    View,
    Text,
    StyleSheet,
    SafeAreaView,
    TouchableOpacity,
    Platform,
    StatusBar,
    ImageBackground,
    Image
} from "react-native";
```

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And then add the images to the buttons as shown in the following code snippet:

```
<TouchableOpacity style={styles.routeCard}>
   <Text style={styles.routeText}>ISS Location</Text>
   <Text style={styles.knowMore}>{"Know More --->"}</Text>
   <Text style={styles.bgDigit}>1</Text>
   <Image source={require("../assets/iss_icon.png")} style={styles.iconImage}></Image>
</TouchableOpacity>
<TouchableOpacity style={styles.routeCard}>
   <Text style={styles.routeText}>Meteors</Text>
   <Text style={styles.knowMore}>{"Know More --->"}</Text>
   <Text style={styles.bgDigit}>2</Text>
   <Image source={require("../assets/meteor_icon.png")} style={styles.iconImage}></Image>
</TouchableOpacity>
TouchableOpacity style={styles.routeCard}
   <Text style={styles.routeText}>Updates</Text>
   <Text style={styles.knowMore}>{"Know More --->"}</Text>
   <Text style={styles.bgDigit}>3</Text>
   <Image source={require("../assets/rocket_icon.png")} style={styles.iconImage}></Image>
 TouchableOpacity>
```



```
knowMore: {
    paddingLeft: 30,
    color: "red",
    fontSize: 15
bgDigit: {
    position: "absolute",
    color: "rgba(183, 183, 183, 0.5)",
    fontSize: 150,
    right: 20,
    bottom: -15,
    zIndex: -1
},
iconImage: {
    position: "absolute"
    height: 200,
    width: 200,
    resizeMode: "contai
    right: 20,
    top: -80
```

Now we just have to navigate to the screens when the buttons are pressed.

The **TouchableOpacity** has an **onPress** property using which we can navigate to the screens.

In the **onPress** property, we have to pass **this.props.navigation.navigate("name of screen to navigate").**



Pass the **this.props.navigation.navigate("IssLocation")** in the **onPress** property of the **TouchableOpacity**.

<The student passes
this.props.navigation.navi
gate("IssLocation") in the
onPress property of the
Touchableopacity>

We'll do the same for the other buttons.

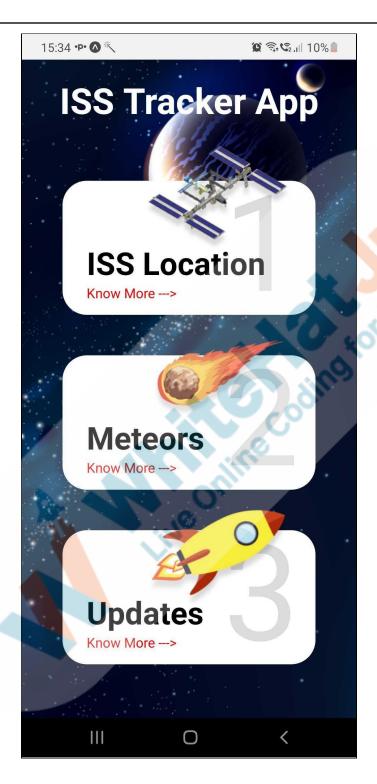
Repeat the same for the **Meteors** screen.

<The student passes
this.props.navigation.navi
gate("Meteors") in the
onPress property of the
Touchableopacity for
Meteor and the Updates
button>

Repeat the same for the **Update** screen.







With this, our Home Screen is completed with all the navigation added!

Teacher Guides Student to Stop Screen Share

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WRAP-UP SESSION - 5 mins

FEEDBACK

- Appreciate and compliment the student for trying to learn a difficult concept.
- Get to know how they are feeling after the session.
- · Review and check their understanding.

Teacher starts slideshow



for slide 14 to 24.

Refer to speaker notes and follow the instructions on each slide.

Teacher Action	Student Action	
Following are the wrap-up session deliverables: Explain the facts and trivias. Next class challenge. Project for the day. Additional Activity 	Guide the student to develop the project and share it with us.	
QnA Session		
Question	Answers	
What does the following piece of code do?	<u>B</u>	

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A. The status bar only works for the IOS devices, so we'll need to check which operating system the user is using and then decide the height of the status bar.	
B. The status bar only works for android devices, so we'll need to check which operating system the user is using and then decide the height of the status bar.	
C. It is providing marginTop to the status bar irrespective of the platform D. None of the above	
By default, the title hides behind the status bar, to avoid this what could be used? A. andriodSafeArea B. SafeAreaView C. StatusBar D. platform	B Kindson Kids
To create circular buttons which CSS property is used? A. borderRadius B. borderWidth C. borderThickness D. borderCircle	A
You get Hats Off for your excellent work! Awesome!	Make sure you have given at least 2 Hats Off during the class for:
	Creatively Solved Activities Creat Question Creat
In the next class, we will be working on designing the ISS location screen.	Strong Concentration

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Project Overview

Stellar Stage-3

Goal of the Project:

In Class 77, we have designed the home screen by adding the buttons for different screens and adding the background image to the screen. You will have to add a background image, and style different components of the Home Screen of the Stellar App created in the last class.

*This is continuation project of Project-76, make sure to complete that one before attempting this one

Story:

Jeff liked the layout of the App created by you in the last project. However, he feels it can be made more attractive by adding styles and relevant images to it.

I am very excited to see your project solution and I know you will do really well.

Bye Bye!

Teacher ends slideshow



Teacher Clicks

x End Class

ADDITIONAL ACTIVITY

Additional Activities

Encourage the student to write reflection notes in their reflection journal using Markdown.

The student uses the Markdown editor to write their reflections in a reflection journal.

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Use these as guiding questions:

- What happened today?
 - Describe what happened.
 - o The code I wrote.
- How did I feel after the class?
- What have I learned about programming and developing games?
- What aspects of the class helped me? What did I find difficult?

Links:

Activity	Activity Name	Links
Teacher Activity 1	Previous class code	https://github.com/whitehatjr/ISS-Tracker-1-Teacher-Ref
Teacher Activity 2	Reference code	https://github.com/whitehatjr/ISS-Tracker-2
Teacher Activity 3	Teacher Aid	https://drive.google.com/file/d/1WA1 BQff4dmgv5BInU3f_imk4vlpvAyMa/ view?usp=sharing
Student Activity 1	Assets	https://curriculum.whitehatjr.com/PR O+Asset/ISS-assets.zip
Teacher Reference visual aid link	Visual aid link	https://curriculum.whitehatjr.com/Vis ual+Project+Asset/PRO_VD/BJFC- PRO-V3-C77-withcues.html
Teacher Reference In-class quiz	In-class quiz	https://s3-whjr-curriculum-uploads.w hjr.online/45eee1d8-e664-4480-a81 a-ca6cc4aae14b.pdf



