

## INSTRUCTIONS:

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### Goal of the Project:

In Class 64, we created a module on User Interface and User Experience Design and built a complete app in thunkable.

In the next 4 projects, you will be creating a personal app. This is the first part wherein you will be creating a HOME PAGE.

In this project, we will focus on creating a 'Profile' screen.

### Story:

Jenny is planning to create a Personal app where she can have her Profile, Maths game, Gallery, and Connect screens all in one place.

The profile screen is an information screen that tells about the app and also displays your personal information.

For the Maths screen, you can create math-related games.

The gallery screen includes some of your favorite pictures.

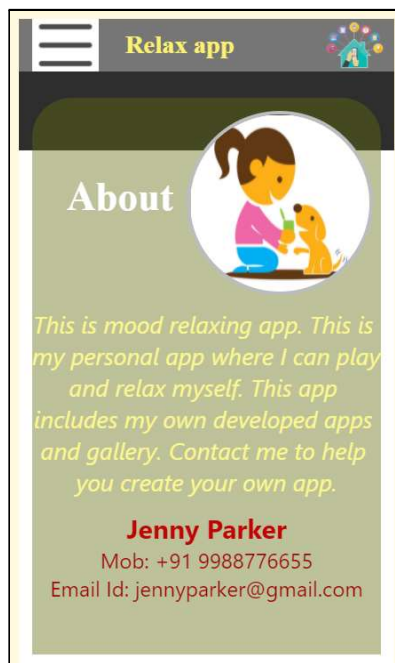
And the Connect screen shows icons for Facebook, share, Instagram, mail, google, and whitehatjr. That will help you to connect directly.

Have a look at the app.

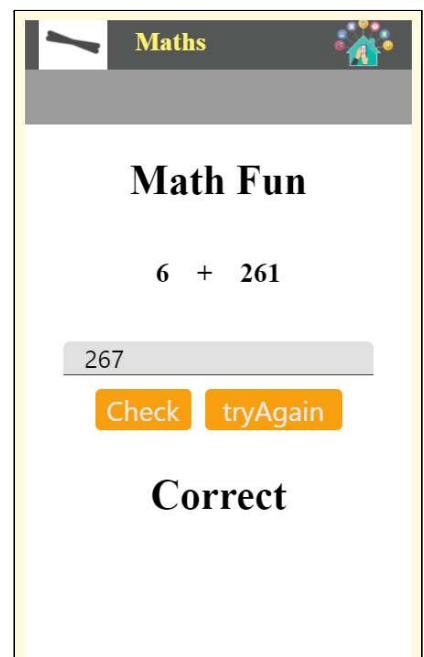
\*Click [here](#) to see the output video.



Splash Screen



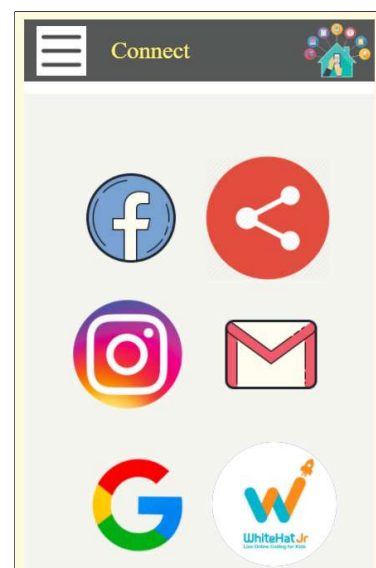
Profile Screen



Maths Screen



Gallery Screen



Connect Screen

**\*This is just for your reference. We expect you to apply your own creativity to the project.**

**Getting Started:**

1. Login to [Thunkable.com](https://thunkable.com)
2. Open the [project template](#)
3. Rename your project to **Project 64**.
4. Start making changes.

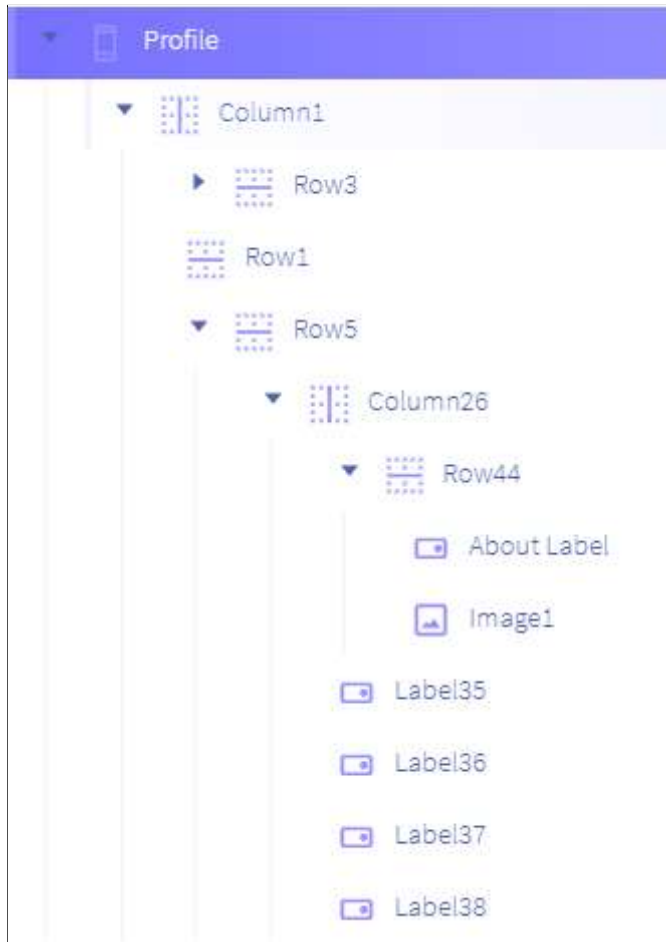
**Specific Tasks to complete the Project:**

1. You can start making your own Personal App.
2. The splash screen is a starting screen that opens the Profile screen after some wait.
3. **Complete the Profile Screen.**
  - Add 3 rows inside the column container.
  - Inside 1st row add,
    - a. Button to open navigation drawer.
    - b. Label to display screen name i.e. "Profile".
    - c. Image to display app logo.



- Keep the background color of the 2nd row as black.
  - Inside 3rd row add,
    - a. Add 1 column container.
    - b. Inside this column container, add 1 row, and 4 labels.
    - c. Now inside the row, add,
      1. Label and set the text of this label as "About".
      2. Image component and set the image.
    - d. Assign a text value to the 4 created labels as follows,
      1. One label will display information about you.
      2. Other labels can be used to display contact details, i.e. name, contact number, and email-id respectively.
4. **Add Drawer Navigation** to your app.
  5. Add the screen inside the drawer navigation.
  6. You can add more functionality, to make it look more attractive and functional.

7. Refer to the below image to design a screen:



### Submitting the Project:

1. SAVE all the changes made to the project.
2. Get the link for the project.
3. Copy this link and submit it in the Student Dashboard Projects panel against the correct class number.

**Hints:**

1. For the first row, set 'Horizontal alignment' to 'space-between' to design the header:



2. Below there is a column container that includes some labels and images that display information about apps and contact details:



3. Write a code to open the drawer navigator:



**REMEMBER...** Try your best, that's more important than being correct.

After submitting your project your teacher will send you feedback on your work.

\_\_\_\_\_ **xxx** \_\_\_\_\_ **xxx** \_\_\_\_\_ **xxx** \_\_\_\_\_ **xxx** \_\_\_\_\_ **xxx** \_\_\_\_\_