PROFESSIONAL

DICTIONARY APP - ONLINE VERSION

WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

Goal of the Project:

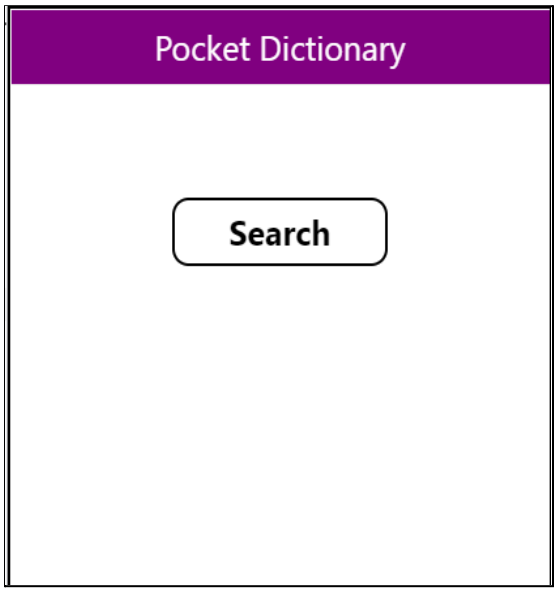
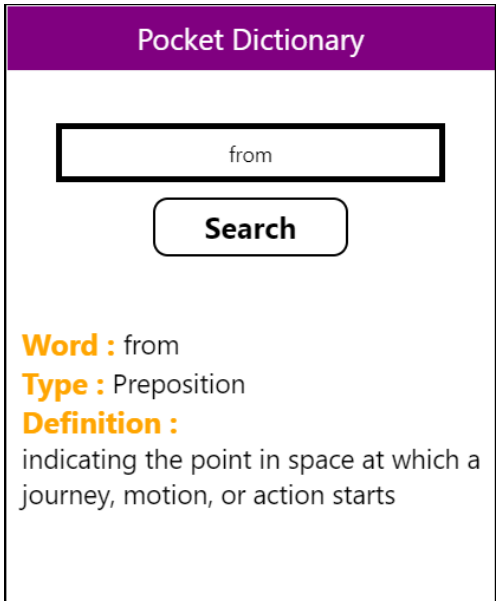
In class 63, you learned the use of TextInput instruction to collect text input from a user. You already know how to make API calls to API services in order to get data from them.

You have to use these concepts to create **a simple pocket dictionary app** using which the user can find the definition and meaning of any word.

Story:

Sara and Josh are friends. They are participating in a treasure hunt where the hints are hidden in the meanings of different words. To win this game they definitely need a dictionary to solve the hidden clues.

You have decided to help them by creating a Dictionary App. They can install it on their phones and use it while playing the game.

Project Template Output	Project Expected Output
	

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

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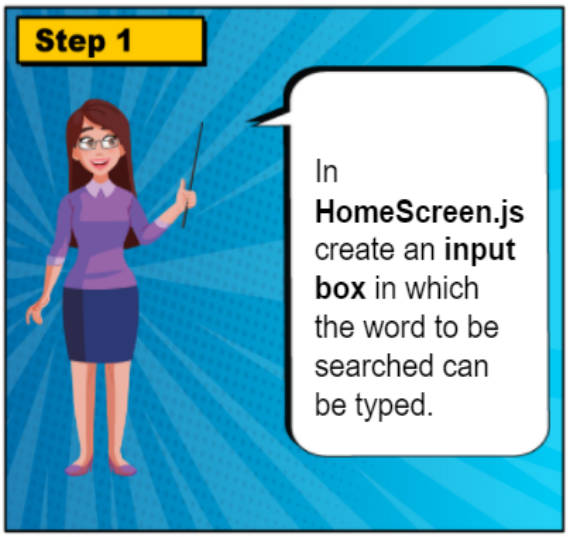
Getting Started:

1. Use the template on **GitHub**, by downloading from this link.
2. **Unzip** the downloaded zip folder.
3. Rename the unzipped folder as **Project 63.**
4. Open command prompt:
    a. For Windows OS, type **cmd** in the Run box.
    b. For macOS, type **Terminal** in the search bar.
5. Type **cd Project63** (you have to give the full path in your computer).
6. Type **npm install.**
7. Open the project folder in **VS Code.**
8. Run the code by typing **expo start** in the **command prompt /Terminal.**
9. Start editing your code in **App.js**.

Specific Tasks to complete the Project:

THE CODE IS GIVEN IN COMMENTS, UNCOMMENT THE CORRECT BLOCK OF CODE.

Things to do:



Below are the four commented code blocks for your step1 reference:

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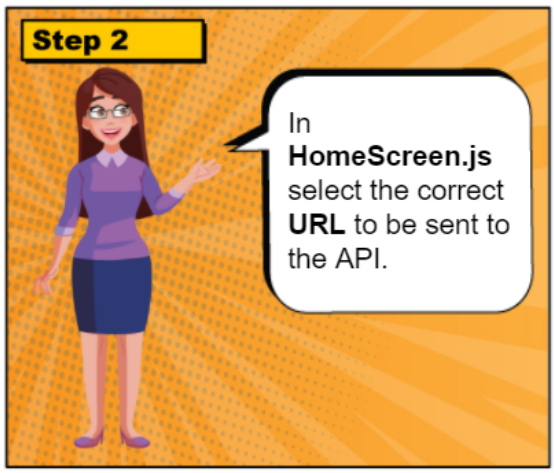
```
{/*
  <Text
    onChangeText={text => {
      this.setState({
        text: text,
        isSearchPressed: false,
        word  : "Loading...",
        lexicalCategory :'',
        examples : [],
        definition : ""
      });
    }}
  />
*/}
```

```
{/* <input
    onChangeText={text => {
      this.setState({
        text: text,
        isSearchPressed: false,
        word  : "Loading...",
        lexicalCategory :'',
        examples : [],
        definition : ""
      });
    }}
  />
*/}
```

```
<TouchableOpacity
    onChangeText={text => {
      this.setState({
        text: text,
        isSearchPressed: false,
        word  : "Loading...",
        lexicalCategory :'',
        examples : [],
        definition : ""
      });
    }}
  />
*/}
```

```
{/*
  <TextInput
    style={styles.inputBox}
    onChangeText={text => {
      this.setState({
        text: text,
        isSearchPressed: false,
        word  : "Loading...",
        lexicalCategory :'',
        examples : [],
        definition : ""
      });
    }}
```



Below are the four commented code blocks for your step2 reference:

```
//url = "https://rupinwhitehatjr.github.io/dictionary/searchKeyword.json"
//url = "https://rupinwhitehatjr.github.io/dictionary/"+ +".json"
//url = "https://rupinwhitehatjr.github.io/dictionary/"+searchKeyword+".json"
//url = "https://rupinwhitehatjr.github.io/dictionary/"+word+".json"
```

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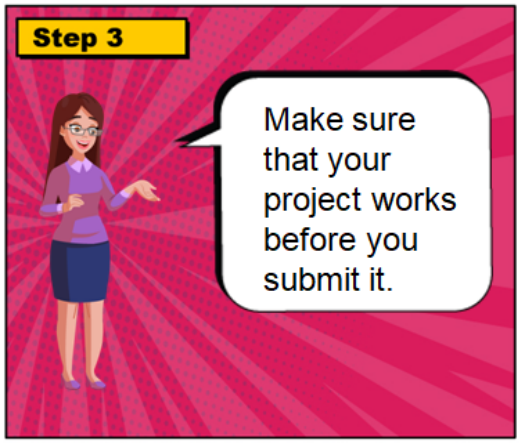

Submitting the Project:

1. Create a new repository named " **Project 63"** .
2. **Upload** your completed project to your **GitHub** account (do not upload the folder **node_modules**).
3. Copy and paste the link to the **GitHub** repository on the **Student Dashboard > Projects panel** against the correct Class Number.

REMEMBER... Try your best, that's more important than being correct.
After submitting your project, the teacher will give you feedback on your project work.

——————— **xxx** ——————— **xxx** ——————— **xxx** ——————— **xxx** ——————— **xxx** ———————