

## **Desafío Práctico 3**

**DPS-G04L**

### **Integrantes:**

José Roberto Doradea Herrera – DH211056

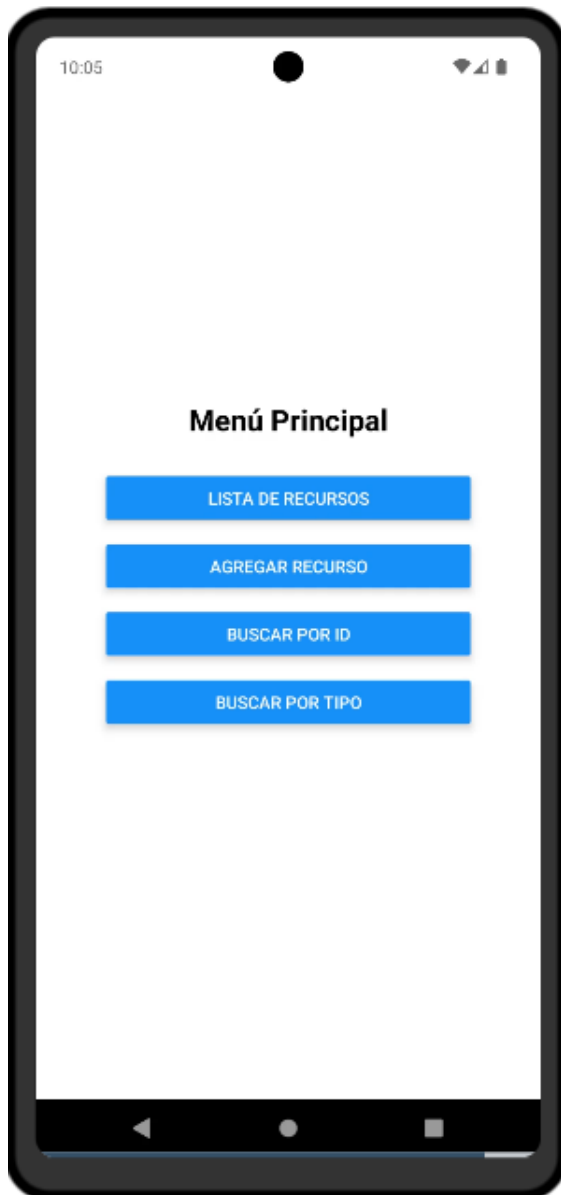
Marcelo Yaser Andrade Garza – AG210653

Link de Github del proyecto:

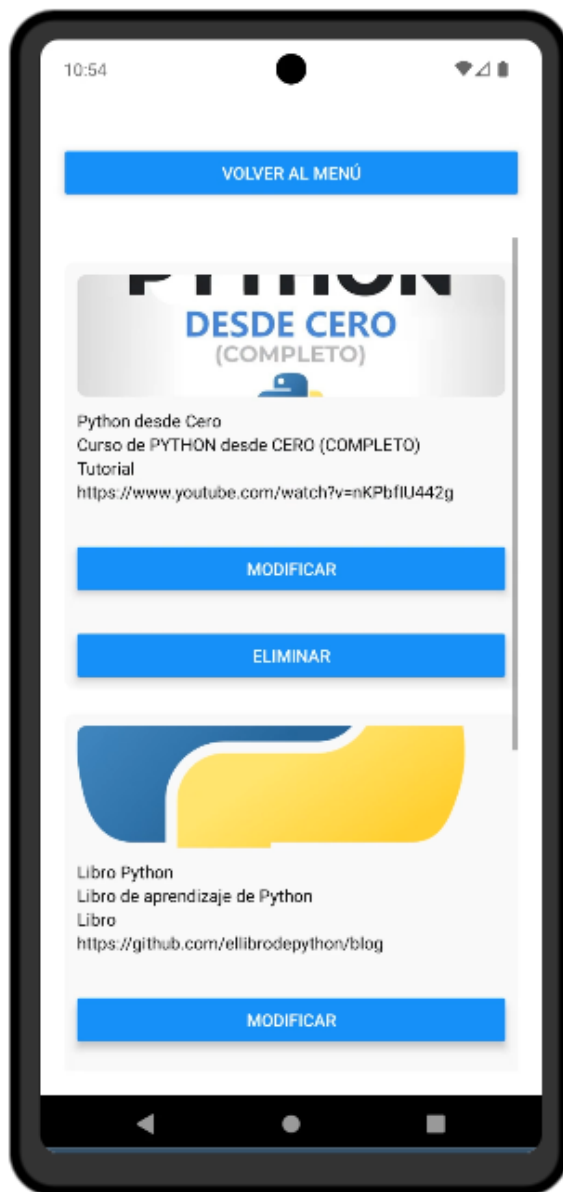
[Yaser-AndOr/DesafioPractico3: Desafio Practico 3 DPS - G04L \(github.com\)](https://github.com/Yaser-AndOr/DesafioPractico3)

Funcionamiento:

1. Pantalla Principal



## 2. Lista de Recursos:



### 3. Agregar Recurso:

A mobile application interface for adding a resource. The screen is white with a black border. At the top, the status bar shows the time 10:54, a black circle for the camera, and icons for Wi-Fi and battery. Below the status bar is a blue button with the text "VOLVER AL MENÚ". Underneath this button are five text input fields labeled "Titulo", "Descripción", "Tipo", "Enlace", and "Imagen URL". At the bottom of the form is another blue button with the text "ENVIAR". The bottom of the screen features a black navigation bar with three white icons: a back arrow, a home circle, and a recent apps square.

10:54

VOLVER AL MENÚ

Titulo

Descripción

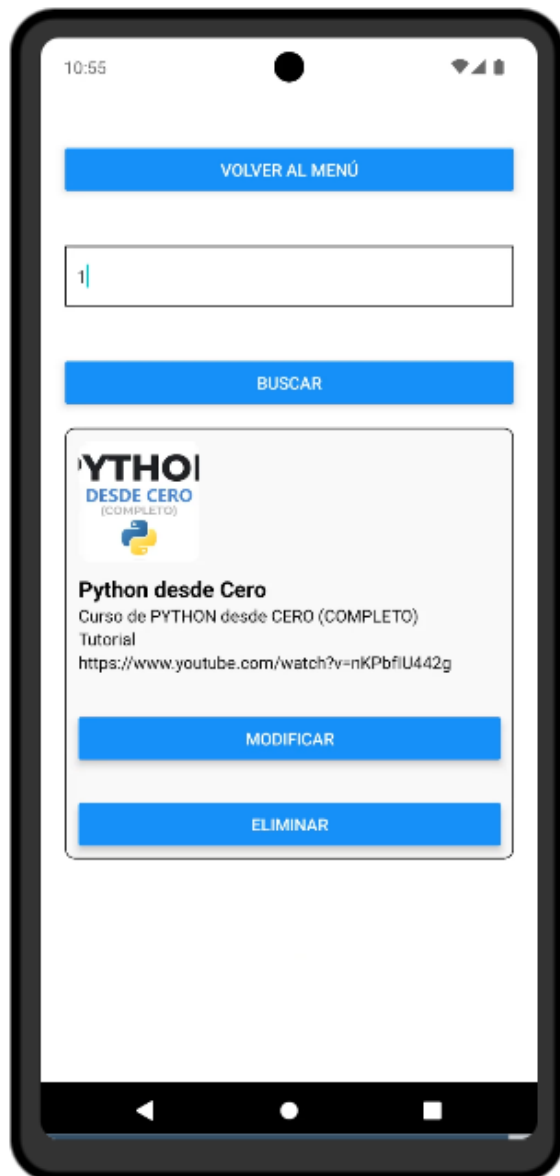
Tipo

Enlace

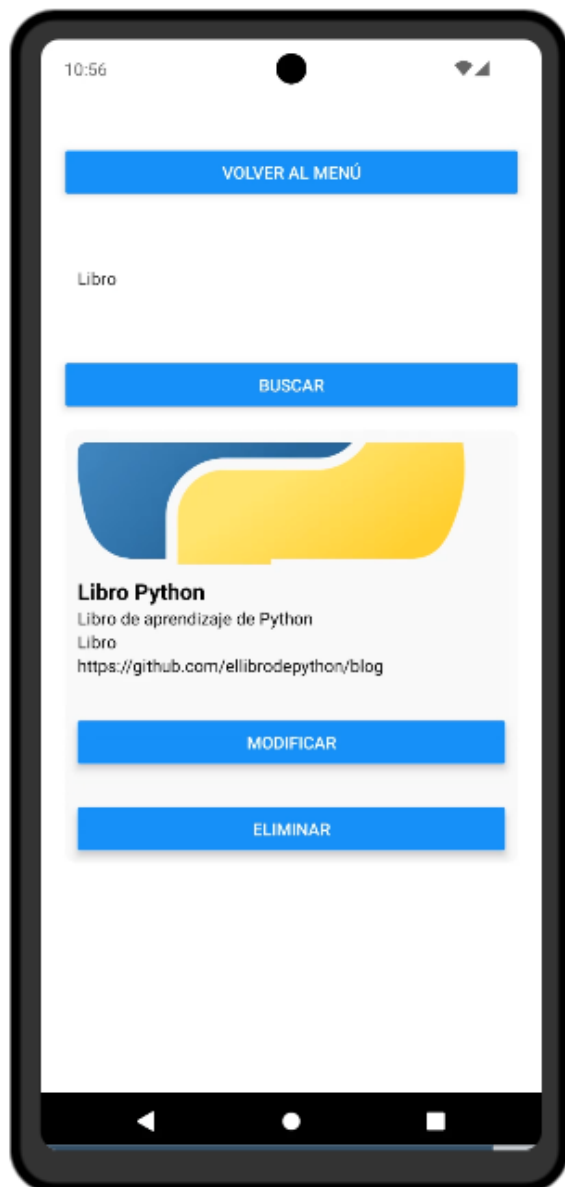
Imagen URL

ENVIAR

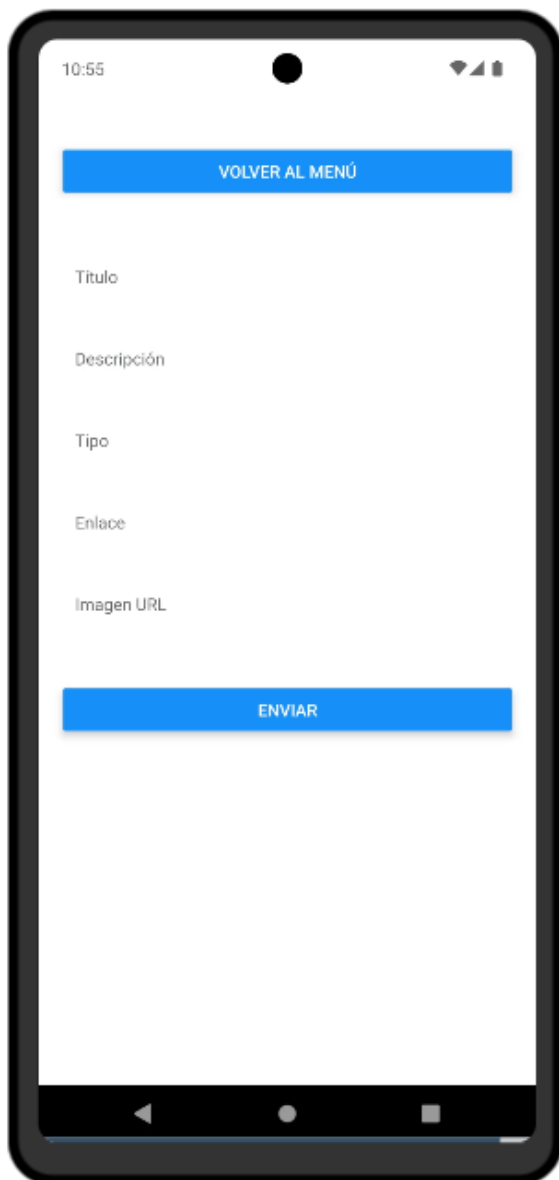
#### 4. Buscar Recurso por ID:



## 5. Buscar Recurso por Tipo:



## 6. Modificar Recurso:



The image shows a mobile application interface for modifying a resource. At the top, there is a status bar with the time 10:55 and signal/battery icons. Below the status bar is a blue button labeled "VOLVER AL MENÚ". The main content area contains five text input fields with labels: "Titulo", "Descripción", "Tipo", "Enlace", and "Imagen URL". At the bottom of the form is a blue button labeled "ENVIAR". The entire interface is displayed within a black border representing a smartphone frame.

10:55

VOLVER AL MENÚ

Titulo

Descripción

Tipo

Enlace

Imagen URL

ENVIAR