



Screens: Screen1 + - ⚙️ 🌐

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initialize global (UserName) to 
initialize global (Se_ha_unido) to false
initialize global (chatList) to create empty list

when (EnviarBotón1) Click
do
  if not (get global (Se_ha_unido))
  then
    if not (is empty (CampoDeTexto1 . Text))
    then
      set global (UserName) to (CampoDeTexto1 . Text)
      set global (Se_ha_unido) to true
      set (Etiqueta1 . Text) to "Escribe tu mensaje y presiona enviar"
    else
      call (CloudDB1) .AppendValueToList
      tag chat
      itemToAdd join (get global (UserName))
      (CampoDeTexto1 . Text)
    set (CampoDeTexto1 . Text) to ""

when (CloudDB1) .GetValue
tag value
do
  if (get tag) = chat
  then
    set global (chatList) to (get value)
    set (VisorDeLista1 . Elements) to (get global (chatList))

when (CloudDB1) .DataChanged
tag value
do
  if (get tag) = chat
  then
    set global (chatList) to (get value)
    set (VisorDeLista1 . Elements) to (get global (chatList))

when (LimpiarTodoBotón1) Click
do
  set global (chatList) to create empty list
  set global (Se_ha_unido) to false
  set global (UserName) to 
  set (Etiqueta1 . Text) to "Ingresa tu nombre para unirse al chat"
  set (CampoDeTexto1 . Text) to ""
  set (VisorDeLista1 . Elements) to create empty list
  call (CloudDB1) .ClearTag
  tag chat
  
```