

Output in AppLab

Sheet 1.5

Output Code
Makes the
Output Device Do
Something



We Change the Screen Output



Poke the Pig!



Whooo Whooo

Owl Duck

Cow Pig

Reset

A mobile application interface titled "Poke the Pig!". It features a large image of a barn owl at the top. Below it, the text "Whooo Whooo" is displayed. A blue speech bubble points to this text with the text "Images Change". At the bottom, there are four buttons arranged in a 2x2 grid: "Owl" (red), "Duck" (blue), "Cow" (green), and "Pig" (pink). A "Reset" button is located at the very bottom.

Poke the Pig!



Oink Oink

Owl Duck

Cow Pig

Reset

A mobile application interface titled "Poke the Pig!". It features a large image of a pig at the top. Below it, the text "Oink Oink" is displayed. A blue speech bubble points to this text with the text "Text Changes". At the bottom, there are four buttons arranged in a 2x2 grid: "Owl" (red), "Duck" (blue), "Cow" (green), and "Pig" (pink). A "Reset" button is located at the very bottom.

Poke the Pig!



Mooooooooo

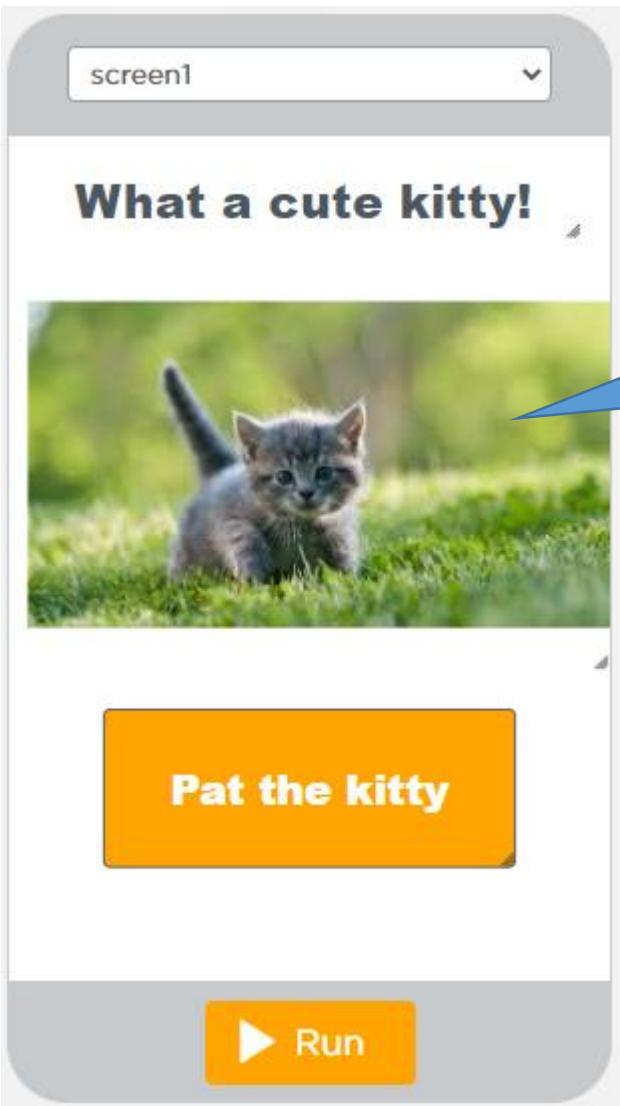
Owl Duck

Cow Pig

Reset

A mobile application interface titled "Poke the Pig!". It features a large image of a cow's face at the top. Below it, the text "Mooooooooo" is displayed. At the bottom, there are four buttons arranged in a 2x2 grid: "Owl" (red), "Duck" (blue), "Cow" (green), and "Pig" (pink). A "Reset" button is located at the very bottom.

We Can Also Play Sounds



Meow!!!



The Output Blocks

```
setText(WidgetId, "New Text");
```

Changes the text.

```
setImageURL(WidgetId, picName.jpg);
```

Changes the image.

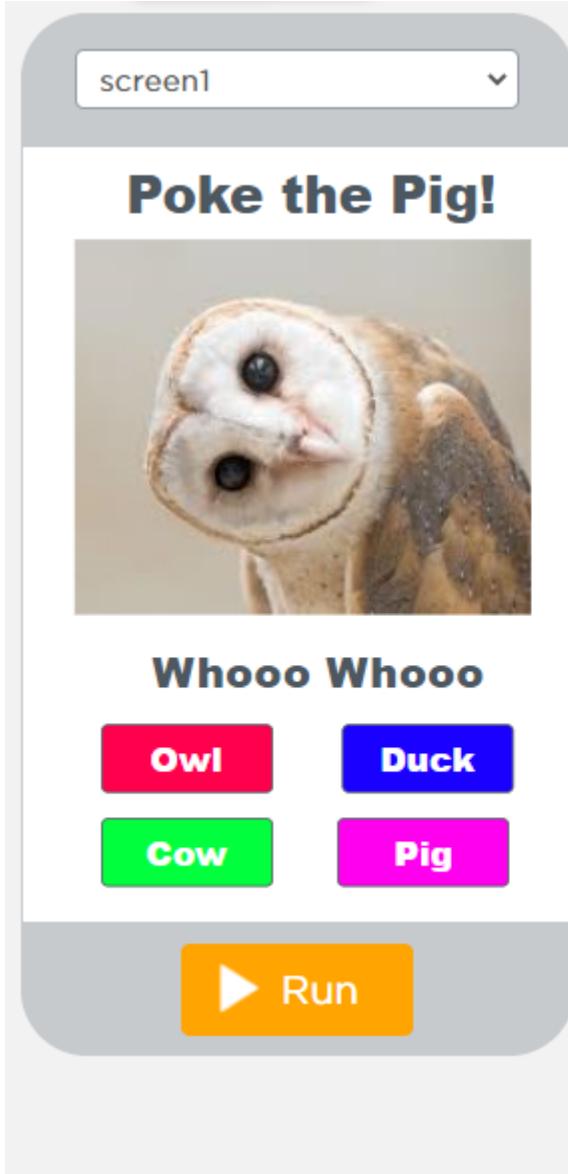
```
playSound(noise.mp3, false);
```

Plays a sound.

```
setScreen(screenId);
```

Changes the screen.

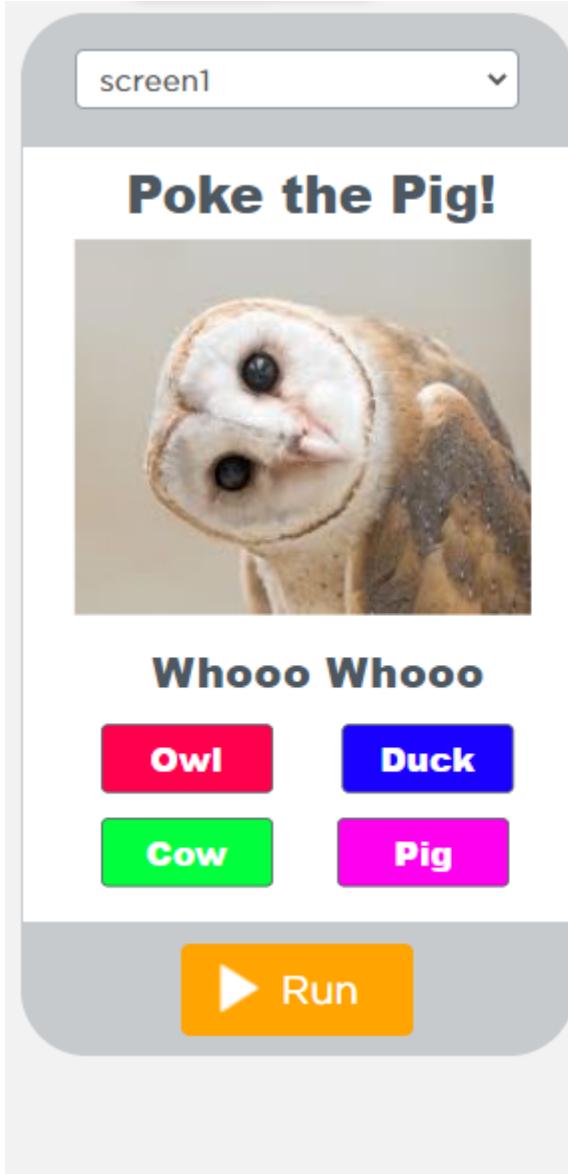
How
many
widgets?



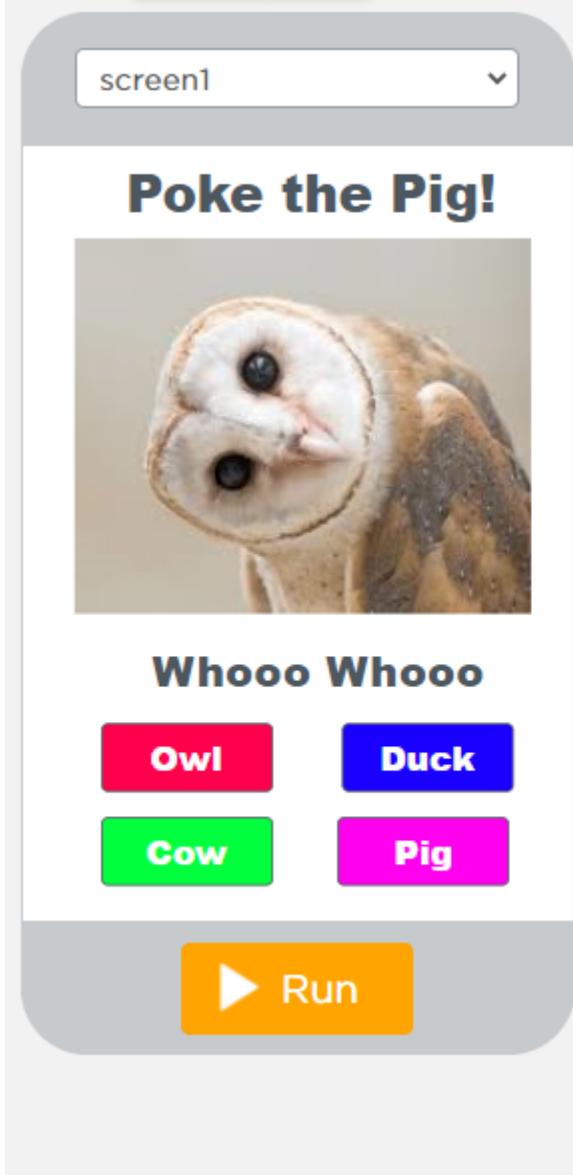
```
1 onEvent(▼ "Pig", ▼ "click", function() {
2     playSound(▼ "sound://category_animals/pig.mp3", ▼ false); ←
3     setText(▼ "sound", "Oink Oink");
4     setImageURL(▼ "pic", ▼ "pig.jpg");
5 }
6 onEvent(▼ "Cow", ▼ "click", function() {
7     playSound(▼ "sound://category_animals/cow.mp3", ▼ false); ←
8     setText(▼ "sound", "Moooooooo");
9     setImageURL(▼ "pic", ▼ "cow.jpg");
10 }
11 onEvent(▼ "Owl", ▼ "click", function() {
12     playSound(▼ "sound://category_animals/owl.mp3", ▼ false); ←
13     setText(▼ "sound", "Whooo Whooo");
14     setImageURL(▼ "pic", ▼ "owl.jpg");
15 }
16 onEvent(▼ "Duck", ▼ "click", function() {
17     playSound(▼ "sound://category_animals/duck.mp3", ▼ false); ←
18     setText(▼ "sound", "Quack Quack");
19     setImageURL(▼ "pic", ▼ "duck.jpg");
20 }
```

How
many
widgets?

7



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How many widgets?

7

How many types of widgets?



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```

How
many
widgets?

7

How many
types of
widgets?

3

How do you
know how
many onEvents
you need?

How do you
know how
many onEvents
you need?

Count the buttons!

You need one onEvent
for each button.

screen1

What is brown and sticky?

What's blue and not heavy?

Why do oranges wear suntan lotion?

Click on the joke to see the punchline.

▶ Run



Poke the Pig!

Whooo Whooo

Owl

Duck

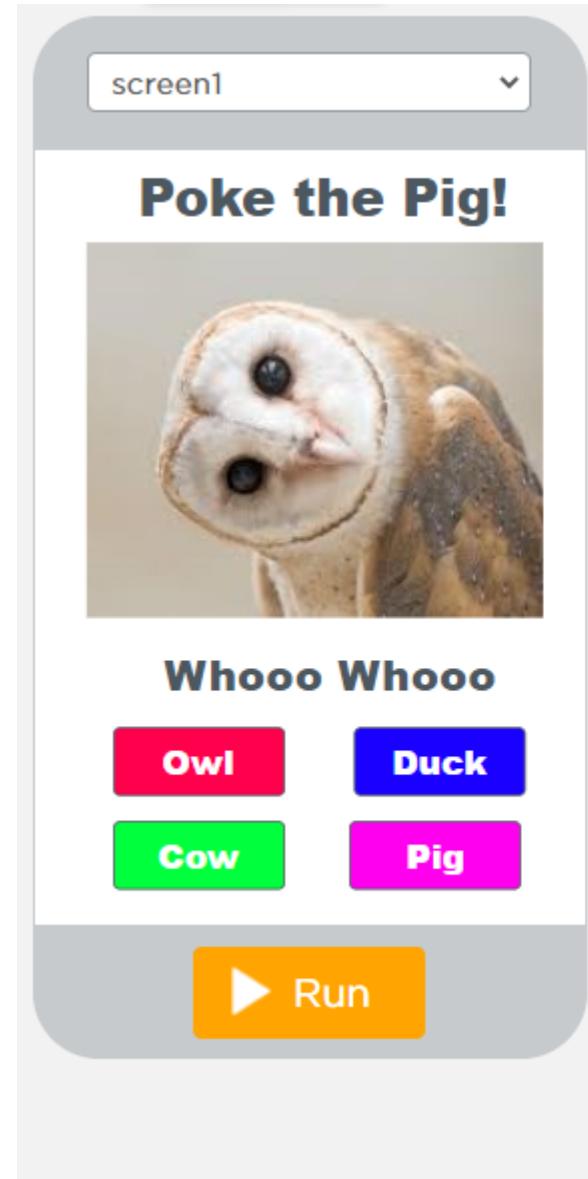
Cow

Pig

 Run

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Text id?

What are
the ids of
the
buttons?

Text id?

Picture
id?

Poke the Pig!



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Poke the Pig!



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Which
widgets need
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Why?

All of the
buttons

Any images or
code that
change.

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ids?

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Any images or
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Why?

It makes the
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read.

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