

# CloudDB Chat App

The screenshot displays the App Inventor interface with two main sections: the Designer tab and the Blocks tab.

**Designer Tab:** Shows a smartphone screen titled "Screen1" with the following UI elements:

- A text input field with placeholder text "Coloca tu nombre para ingresar al chat".
- A red "Enviar" button.
- A "Limpiar Todo" button at the bottom.

**Blocks Tab:** Shows the event-based code for the application:

- Initializations:** Three global variables are initialized:
  - global [UserName] como [ ]
  - global [Sehaunido] como [falso]
  - global [ChatList] como [crear una lista vacía]
- EnviarBotón1 Clicked:** This event triggers when the "Enviar" button is clicked.
  - If the user name is empty (no tomar global Sehaunido), it shows an error message ("Escribe tu mensaje y presiona Enviar") and exits.
  - If the user name is not empty (si no está vacío):
    - It adds the user name to the CloudDB list.
    - It updates the UI by setting the text of the "Etiqueta1" label to the user name and clearing the text input field.
- CloudDB1 -> ObtenerValor (Event):** Triggered when data is retrieved from CloudDB.
  - If the user name exists (valorSiEtiquetaNoExiste):
    - It adds the user name to the CloudDB list.
    - It updates the UI by setting the text of the "Etiqueta1" label to the user name and clearing the text input field.
  - If the user name does not exist (valorSiEtiquetaExiste):
    - It creates a new entry in the CloudDB list.
    - It updates the UI by setting the text of the "Etiqueta1" label to "Coloca tu nombre para ingresar al chat".
- CloudDB1 -> DatosCambiados (Event):** Triggered when data in CloudDB changes.
  - If the user name exists (valorSiEtiquetaNoExiste):
    - It updates the UI by setting the text of the "Etiqueta1" label to the user name and clearing the text input field.
- LimpiarTodoBotón1 Clicked:** This event triggers when the "Limpiar Todo" button is clicked.
  - It clears the CloudDB list.
  - It updates the UI by setting the text of the "Etiqueta1" label to "Coloca tu nombre para ingresar al chat".
- Screen1 -> Inicializar (Event):** Triggered when the screen initializes.
  - It initializes the CloudDB list.
  - It sets the text of the "Etiqueta1" label to "Coloca tu nombre para ingresar al chat".