

**Realiza la app "Password Purr Tutorial". Sigue el tutorial y sube como evidencia, una imagen de la interfaz y la programación en bloques.**

The screenshot shows the MIT App Inventor Designer interface. On the left, there's a component palette with categories like Text, Lists, Dictionaries, Colors, Variables, Procedures, and Screen1. In the center, the code editor displays a script for 'HelloPurr' on 'Screen1'. The script is:

```
when Botón1 .Click
do
  if CampoDeContraseña1 .Text = "1234"
  then open another screen with start value screenName Screen2
  else set CampoDeContraseña1 .Text to "
```

On the right, there's a preview window showing a simple interface with a text input field and a button.

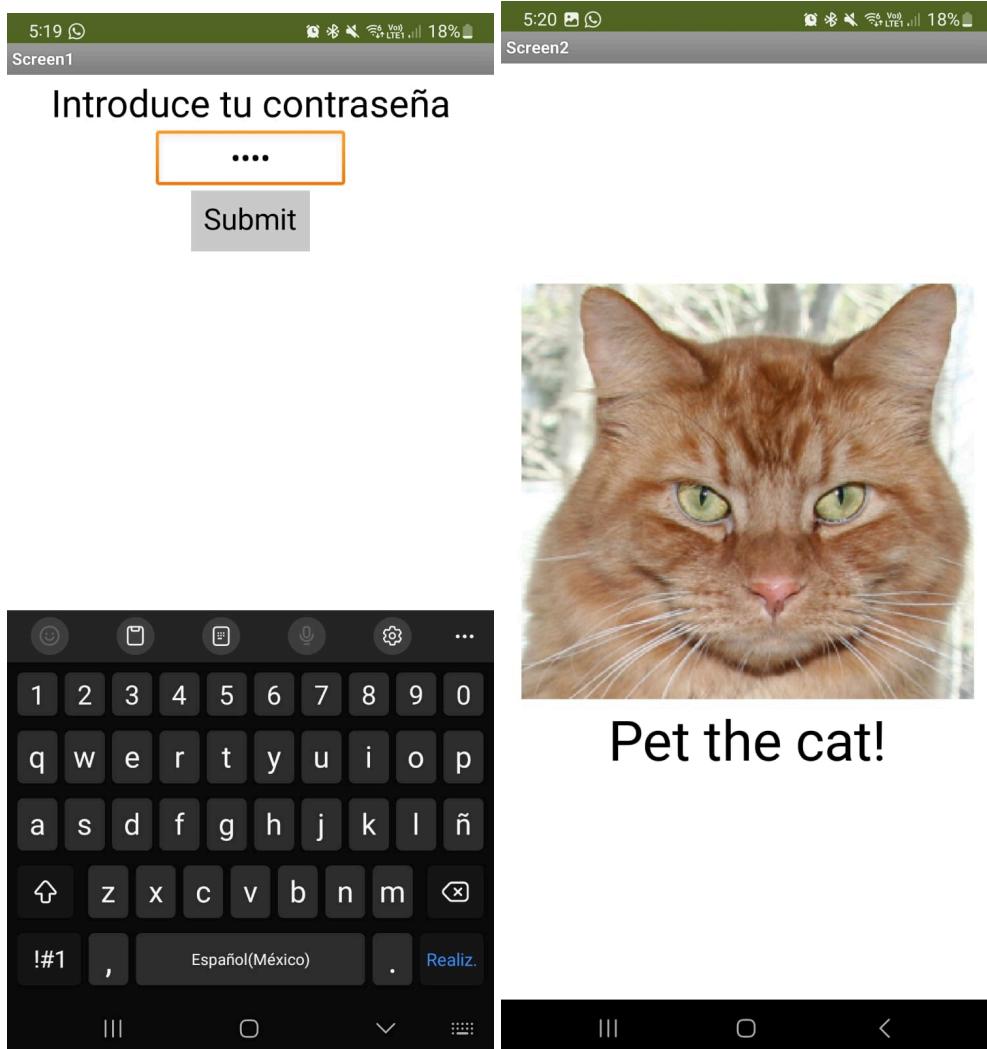
  

The screenshot shows the MIT App Inventor Designer interface. The component palette on the left includes Built-in categories: Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures, and Screen2. The code editor on the right shows a script for 'HelloPurr' on 'Screen2':

```
when Button1 .Click
do
  call Sound1 .Play
```

On the right, there's a preview window showing a simple interface with a button.

Interfaz ejecutándose:



Pet the cat!