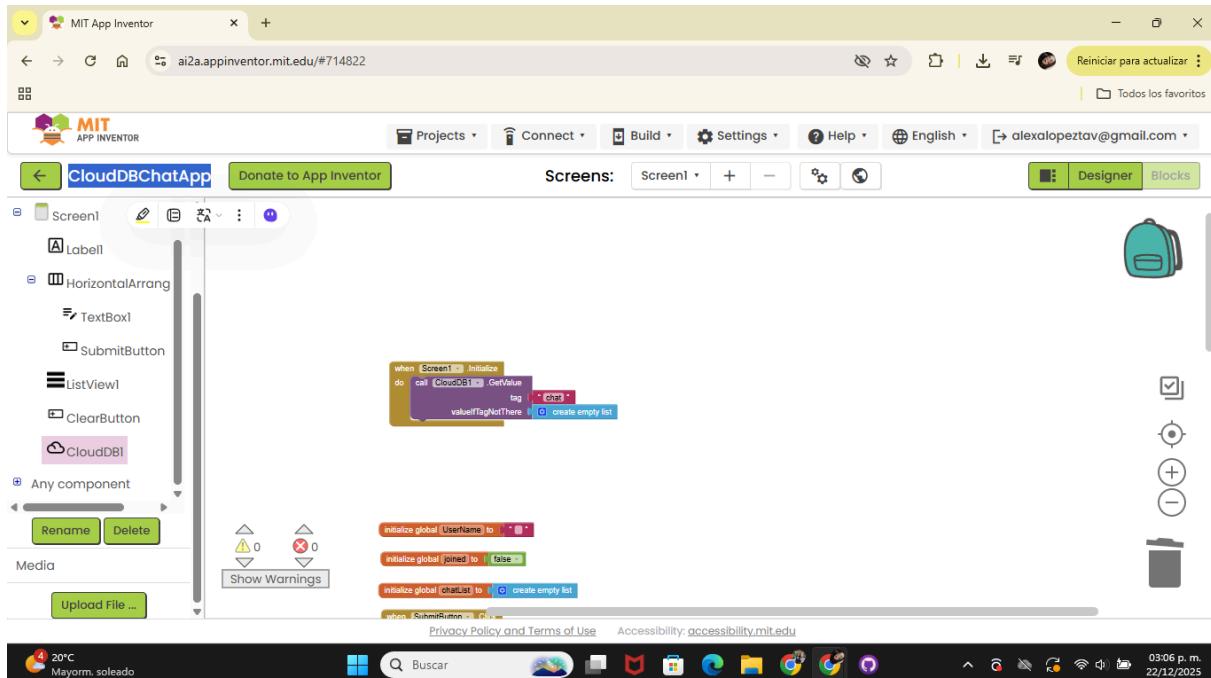


## Tarea: App “CloudDBChatApp”

### Programación en Bloques:



The screenshot shows the MIT App Inventor interface with the project titled "CloudDBChatApp". On the left, the component palette lists "Screen1" with components: Label1, HorizontalArrang1, TextBox1, SubmitButton, ListView1, ClearButton, and CloudDB1. The right side shows the blocks editor with the following code:

```

when Screen1.Initialize
do call CloudDB1.GetValues
tag valueIfTagNotThere
  tag "chat"
  create empty list
end

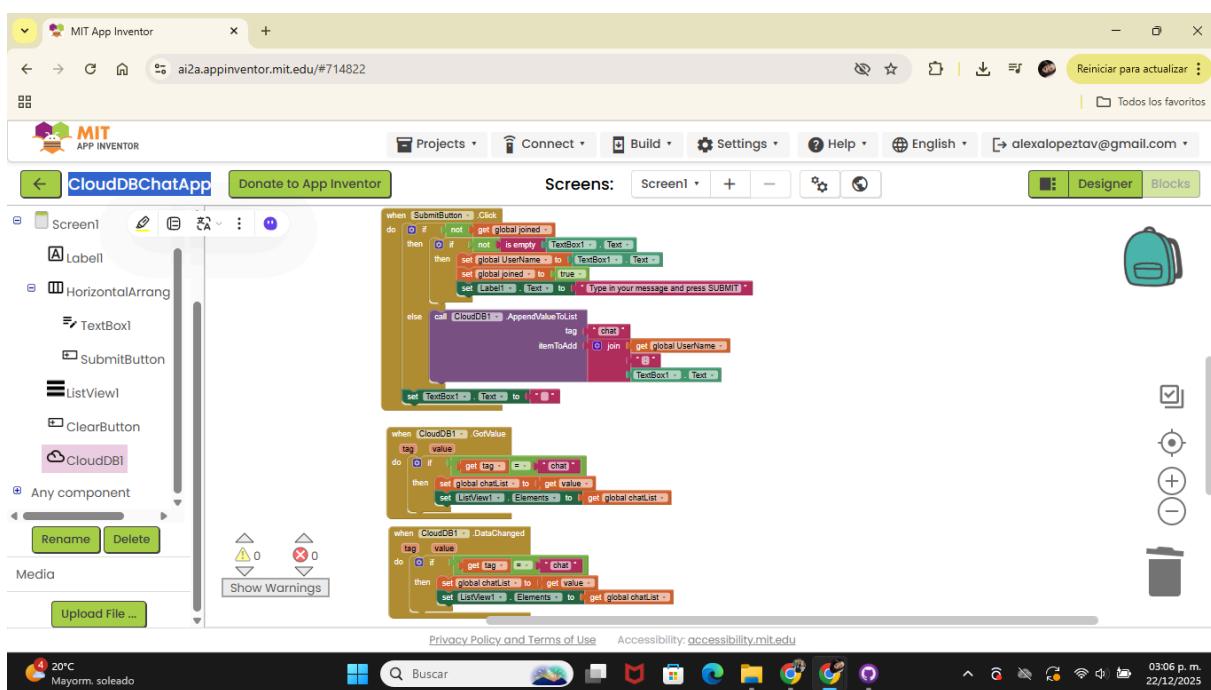
initialize global [UserName] to ""
initialize global [joined] to false
initialize global [chatList] to [create empty list]

when SubmitButton.Click
do if not get global joined
then if not is empty TextBox1.Text
then set global UserName to TextBox1.Text
set global joined to true
set Label1.Text to "Type in your message and press SUBMIT"
else call CloudDB1.AppendValueToList
tag "chat"
itemToAdd join get global UserName
TextBox1.Text
end

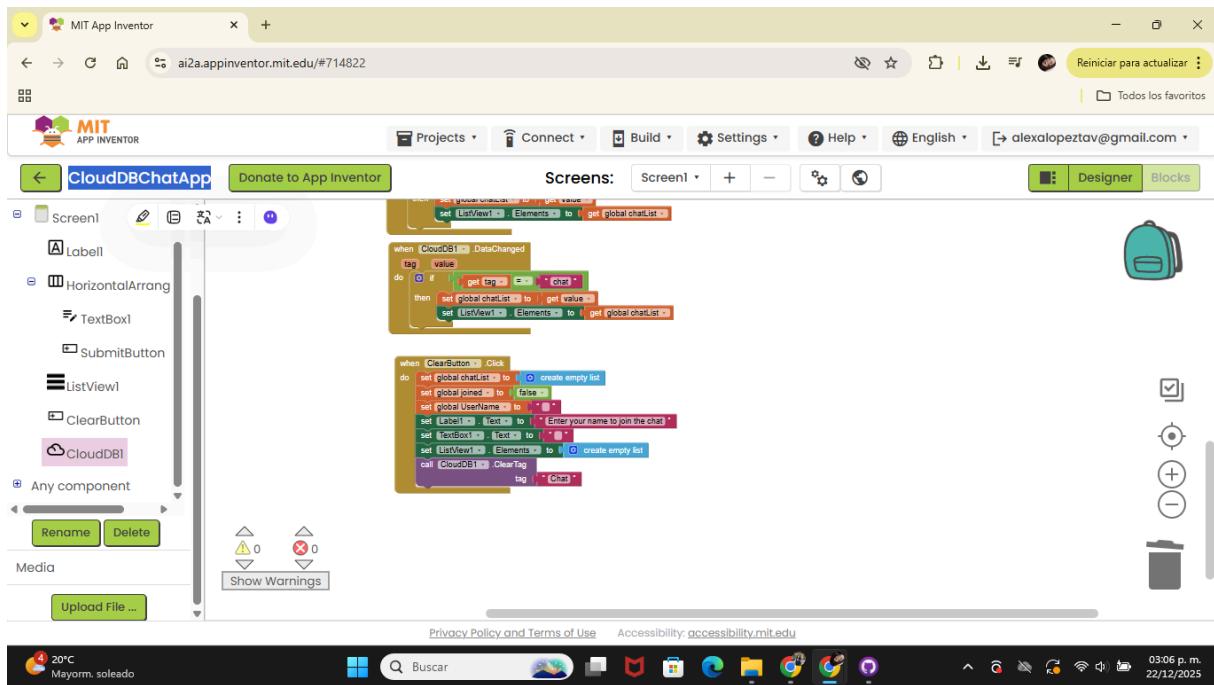
when CloudDB1.GetValue
do if get tag = "chat"
then set global chatList to get value
set ListView1.Elements to get global chatList
end

when CloudDB1.DataChanged
do if get tag = "chat"
then set global chatList to get value
set ListView1.Elements to get global chatList
end

```

The screenshot shows the completed screen with all blocks implemented. The code now includes logic for handling user input and updating the ListView when new data is received from the database.



### Ejecución:

