

Tarea: App "Track My Mood"

Programación en Bloques:

The image displays two screenshots of the MIT App Inventor web interface, showing the block programming for the 'MoodTracker_template_1' app.

Top Screenshot:

- Global Variables:** Three global variables are defined: `global happyButtonTotal` (0), `global angryButtonTotal` (0), and `global sadButtonTotal` (0).
- Click Events:**
 - happyButton Click:** Calls `global happyButtonTotal` to 0, then `UpdateCharts`.
 - angryButton Click:** Calls `global angryButtonTotal` to 0, then `UpdateCharts`.
 - sadButton Click:** Calls `global sadButtonTotal` to 0, then `UpdateCharts`.

Bottom Screenshot:

- Click Events:**
 - resetButton Click:** Calls `PieGraphData2D1` Clear, `barGraphData2D` Clear, and sets `global happyButtonTotal`, `global angryButtonTotal`, and `global sadButtonTotal` to 0.
- UpdateCharts Function:** A function that updates the charts based on the global totals. It calls `barGraphData2D` Clear, `barGraphData2D` ImportFromList, and `PieGraphData2D1` Clear. It then uses `make a list` blocks to create lists of mood names and their corresponding global totals (e.g., `Happy`, `global happyButtonTotal`, `Angry`, `global angryButtonTotal`, `Sad`, `global sadButtonTotal`).

Ejecución:

