

Tarea 7 (16-12-2025): CloudDB Chat App

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The screenshot displays the MIT App Inventor environment with three stacked screens of code and a preview of the mobile application.

Screen 1 (Top): This screen contains the main logic for handling button clicks. It initializes global variables `SejaUnido` and `ChatList`, and sets up a loop to handle button presses. The loop checks if the button was pressed (if `no`) and if the text input field (`CampoDeTexto1`) is empty. If both conditions are met, it adds the current text from the input field to the `ChatList`. It also updates the `Etiqueta1` label with the message "Escribe tu mensaje y presiona ENVIAR". If the button was not pressed (if `yes`), it retrieves the value from `CloudDB1` and updates the `VisorDeLista1` list view.

Screen 2 (Middle): This screen handles the "Limpia_todo_Botón" (Clear All Button) click event. It initializes `ChatList` to an empty list, sets `SejaUnido` to false, and clears the text input field (`CampoDeTexto1`). It also initializes the `Etiqueta1` label and the `VisorDeLista1` list view.

Screen 3 (Bottom): This screen handles the "CloudDB1" data change event. It updates the `VisorDeLista1` list view based on the changes in the database.

Mobile Application Preview: The preview shows a simple UI with a text input field labeled "Coloca tu nombre para ingresar al chat.", a green "Enviar" button, and a red "Limpiar todo" button at the bottom. The background is pink.

Properties Panel (Right): This panel shows properties for the `Screen1` component, including settings for `ElementColor`, `ElementRadius`, `ElementMarginWidth`, `Tamaño de letra`, `TamañoFuenteDetalle`, `TipoDeLetra`, `TipoFuenteDetalle`, `Alto`, `Ancho`, and `AlturaMorgan`.