

Tarea 6 (16/12/2025): Track My Mood
Por: Amy Maldonado Jaramillo

The screenshot shows the MIT App Inventor interface with the "MoodTracker_template_1" project open. The interface is divided into several sections:

- Left Sidebar:** Lists various components and blocks: Interfaz de usuario, Disposición, Medios, Dibujo y animación, Mapas, Gráficos, Gráfico, DatosGráfico2D, Trendline, Ciencia de los Datos, Sensores, Social, Almacenamiento, Conectividad.
- Middle Area:** Displays the mobile application screen titled "How Are You Feeling?". It features three buttons at the top labeled "Happy", "Angry", and "Sad". Below them is a bar graph with three bars corresponding to the mood levels. At the bottom is a pie chart with three segments. A "Reset" button is located at the very bottom.
- Right Area:** Shows the "Diseñador" (Designer) view with the "Screens" tab selected. It lists "Screen1" with its components: "spacerHorizontal", "HorizontalArrang", "happyButton", "angryButton", "sadButton", "barGraph", "pieGraph", and "spacerHorizontal". The "Medios" section includes settings for "ColorDeFondo" (#FFFFCC66), "Negrita" (checked), "Cursiva" (unchecked), "Tamaño de letra" (14.0), "TipoDeLetra" (KGLoveMolly.ttf), "Alto" (Automático...), "Ancho" (20 por ciento...), "Imagen" (Ninguno...), and "Forma" (por defecto).
- Bottom Area:** Shows the "Bloques" (Blocks) view with the following code:

```

cuando Screen1 .Iniciar
ejecutar poner barGraphData2D . Colores . como [construir una lista [purple, pink, yellow]]
ejecutar poner pieGraphData2D . Colores . como [construir una lista [purple, pink, yellow]]

inicializar global [happyButtonTotal] como 0
inicializar global [angryButtonTotal] como 0
inicializar global [sadButtonTotal] como 0

cuando happyButton .Clic
ejecutar poner global happyButtonTotal + 1
llamar UpdateCharts

cuando angryButton .Clic
ejecutar poner global angryButtonTotal + 1
llamar UpdateCharts

cuando sadButton .Clic
ejecutar poner global sadButtonTotal + 1
llamar UpdateCharts

cuando resetButton .Clic
ejecutar llamar barGraphData2D . Limpiar
llamar pieGraphData2D . Limpiar
poner global happyButtonTotal a 0
poner global angryButtonTotal a 0
poner global sadButtonTotal a 0
  
```

The "UpdateCharts" block contains the following code:

```

como UpdateCharts
ejecutar llamar barGraphData2D . Limpiar
llamar barGraphData2D . ImportarDesdeLista [construir una lista [1, 2, 3], construir una lista [tomar global happyButtonTotal, tomar global angryButtonTotal, tomar global sadButtonTotal], construir una lista [Happy, Angry, Sad], construir una lista [tomar global happyButtonTotal, tomar global angryButtonTotal, tomar global sadButtonTotal]]]
llamar pieGraphData2D . Limpiar
llamar pieGraphData2D . ImportarDesdeLista [construir una lista [1, 2, 3], construir una lista [tomar global happyButtonTotal, tomar global angryButtonTotal, tomar global sadButtonTotal], construir una lista [Happy, Angry, Sad], construir una lista [tomar global happyButtonTotal, tomar global angryButtonTotal, tomar global sadButtonTotal]]]
  
```

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