

Sign_app_18

Screen1Add Screen ...Remove ScreenPublish to Gallery

DesignerBlocks

Blocks

Built-in

Control

Logic

Math

Text

Lists

Dictionaries

Colors

Variables

Procedures

Screen1

VerticalArrangement1

Label1

Label2

SELECT_LANGUAGE

Label3

ENGLISH

RenameDelete

Media

Viewer

when ENGLISH.Click

do

call TextToSpeech1.Speak

messageEnglish

open another screen screenNameMODES

when MARATHI.Click

do

call TextToSpeech1.Speak

messageMarathi

open another screen screenNameMARATHI

when HINDI.Click

do

call TextToSpeech1.Speak

messageHindi

open another screen screenNameHINDI

when Screen1.BackPressed

do

close application

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Show Warnings

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MODESAdd Screen ...Remove ScreenPublish to Gallery

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MODES

VerticalArrangement1

Label1

Label2

ListPicker1

Label3

RenameDelete

Media

Viewer

when ListPicker1.BeforePicking

do

set ListPicker1.Elements to BluetoothClient1.AddressesAndNames

when ListPicker1.AfterPicking

do

set ListPicker1.Selection to call BluetoothClient1.Connect

addressListPicker1.Selection

when MODE_1.Click

do

call BluetoothClient1.SendText

textx

call BluetoothClient1.Disconnect

open another screen screenNameMODE_1

when MODE_2.Click

do

call BluetoothClient1.SendText

texty

call BluetoothClient1.Disconnect

open another screen screenNameMODE_2

when MODE_3.Click

do

call BluetoothClient1.SendText

textz

call BluetoothClient1.Disconnect

open another screen screenNameMODE_3

when MODES.BackPressed

do

close screen

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Show Warnings

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Sign_app_18

MODE_1

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Built-in

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Logic

Math

Text

Lists

Dictionaries

Colors

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MODE_1

Label3

HorizontalArrangemen

ListPicker1

Label4

HorizontalArrangemen

Label2

Rename

Delete

Viewer

initialize global Received_data to 0.0

when ListPicker1 .BeforePicking

do set ListPicker1 .Elements to BluetoothClient1 .AddressesAndNames

when ListPicker1 .AfterPicking

do set ListPicker1 .Selection to call BluetoothClient1 .Connect address ListPicker1 .Selection

when Clock1 .Timer

do if BluetoothClient1 .IsConnected

then if call BluetoothClient1 .BytesAvailableToReceive > 0

then set global Received_data to call BluetoothClient1 .ReceiveText numberOfBytes call BluetoothClient1 .BytesAvailableToReceive

set Label2 .Text to get global Received_data

call TextToSpeech1 .Speak message Label2 .Text

when MODE_1 .BackPressed

do close screen

Show Warnings

Sign_app_18

MODE_2

Add Screen ...

Remove Screen

Publish to Gallery

Designer

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Built-in

Control

Logic

Math

Text

Lists

Dictionaries

Colors

Variables

Procedures

MODE_2

Label6

Label1

Label2

Label5

ListPicker1

Label3

Rename

Delete

Viewer

when Clock1 .Timer

do if BluetoothClient1 .IsConnected

then set Label2 .Text to Circuit is Connected

when Button3 .Click

do call BluetoothClient1 .SendText text B

when Button5 .Click

do call BluetoothClient1 .SendText text C

when ListPicker1 .BeforePicking

do set ListPicker1 .Elements to BluetoothClient1 .AddressesAndNames

when ListPicker1 .AfterPicking

do if call BluetoothClient1 .Connect address ListPicker1 .Selection

then set ListPicker1 .Elements to BluetoothClient1 .AddressesAndNames

when MODE_2 .BackPressed

do close screen

Show Warnings

Blocks

Built-in

- Control
- Logic
- Math
- Text
- Lists
- Dictionaries
- Colors
- Variables
- Procedures

MODE_3

VerticalArrangement1

Label2

Label1

Label3

HorizontalArrangement1

ListPicker1

Rename

Delete

Viewer

when ListPicker1 .BeforePicking

do set ListPicker1 . Elements to BluetoothClient1 . AddressesAndNames

when ListPicker1 .AfterPicking

do set ListPicker1 . Selection to call BluetoothClient1 .Connect
address ListPicker1 . Selection

when Clock1 .Timer

do if BluetoothClient1 . IsConnected

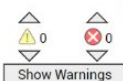
then if call BluetoothClient1 .BytesAvailableToReceive > 0

then set global Received_data to call BluetoothClient1 .ReceiveText
numberOfBytes call BluetoothClient1 .BytesAvailableToReceive

set Label1 . Text to get global Received_data

when MODE_3 .BackPressed

do close screen



Show Warnings

