

| Topic                 | e-library APP  |                                      |
|-----------------------|--|--------------------------------------|
| Class<br>Description  | Students build a simple and innovative library management system for a low income school that cannot afford a librarian.  Students think about the problem and design a wireframe for the application. Students also learn about top and bottom tab navigation which they can use in their app.  |                                      |
| Class                 | C68  | .6                                   |
| Class time            | 60 mins  | 19.3                                 |
| Goal                  | <ul> <li>Explore a case study of a wireless library mana system for a low income school.</li> <li>Design a wireframe for the wireless library appl</li> <li>Build tab navigation to issue/return and search</li> </ul>   | ication.                             |
| Resources<br>Required | <ul> <li>Teacher Resources         <ul> <li>Laptop with internet connectivity</li> <li>Earphones with mic</li> <li>Notebook and pen</li> <li>VS Code Editor</li> <li>Android/iOS Smartphone with Expo App</li> </ul> </li> <li>Student Resources         <ul> <li>Laptop with internet connectivity</li> <li>Earphones with mic</li> <li>Notebook and pen</li> <li>VS Code Editor</li> <li>Android/iOS Smartphone with Expo App</li> </ul> </li> </ul> |                                      |
| Class structure       | Warm-Up Teacher-led Activity Student-led Activity Wrap-Up  | 10 mins<br>20 min<br>25 min<br>5 min |
| Credit:               | MaterialBottomTab Navigator documentation is   |                                      |

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# licensed under MIT license. **WARM-UP SESSION - 10 mins Teacher starts slideshow** from slides 1 to 13 Refer to speaker notes and follow the instructions on each slide. **Activity details** Solution/Guidelines Hi, how have you been? Are you excited **ESR**: Varied Response. to learn something new? Run the presentation from slide 1 to slide 4. The following are the warm-up session deliverables: Click on the slide show tab Reconnect with previous class topics. and present the slides. Warm-Up quiz session. **QnA Session** Question **Answer** Choose the right block of code to assign RideScreen and D RideHistoryScreen to Tab.Navigator. Α. <Tab.Screen name="Ride" /> <Tab.Screen name="Ride History" B. C.

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|                                    | <pre>name="Ride" component={RideScreen} /&gt; name="Ride History" component={RideHistoryScreen} /&gt;</pre>  |  |
|------------------------------------|--|--|
| _                                  | nt block of code to render the vigator component on the screen.  Rent a Ride   | c  |
| B. C. return                       | Ride Ride History <bottomtabnavigator>;  TabNavigator /&gt;;  <bottomtabnavigator></bottomtabnavigator>;  ttomTabNavigator&gt; <bottomtabnavigator></bottomtabnavigator>;</bottomtabnavigator> | Jing for K.  |
| Continue the warm-up session       |  |  |
|                                    | Activity details   | Solution/Guidelines  |
| The following  • Explore app for a | ntation from slide 5 to slide 13 to set the ment.  are the warm-up session deliverables: case study for a library management system a low income school which cannot afford a d librarian.     | Narrate the story by using hand gestures and voice modulation methods to bring in more student interest. |

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# Teacher ends slideshow

#### **TEACHER-LED ACTIVITY - 20 mins**

#### **Teacher Initiates Screen Share**

## **CHALLENGE**

Design a wireframe for the wireless library management application.

| Teacher Action  | Student Action   |  |
|---|--|--|
| In this and the coming few classes, we will be working on the problems of a low income school which cannot afford a dedicated librarian. In the process, we will create an application which will help solve this problem for National Public School.  Let's get started. | ding   |  |
| So, what kind of an app would help the school with this problem?  Guide the student to think about the different app features:  • issue of book;  • return of book;  • search for book's availability; and  • search for books issued to a particular student.            | The student points out details about the app features. |  |
| To help think clearly about what an app will do and what features it will have for its users, developers and product engineers often write detailed user stories.  Each user story is a small, independently contained feature  | The student listens to the sample user story.          |  |

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in an app which fulfills a user need. An app will have several user stories.

A good user story goes like this:

As a (<who is going to use the app>), I want to (<what action is the user going to take through the app>), so that (<what benefit will the user get out of the app>).

If you observe, the user story answers the **WHO**, **WHAT** and **WHY** for an app feature you are going to build. This helps the developers and everyone involved in building the app bring more clarity as to what the app will do.

For example: One user story in our app will be: As a teacher, I want to enter the student id, book id and submit the info so that I can issue the book to any student.

Can you write all the different user stories for this particular app we are trying to build here?

Student spend the next 5-7 mins writing all the user stories for the app.

Teacher checks for the student's understanding.

User stories for Teacher reference:

- As a teacher, I want to enter the student id, book id and submit the info so that I can issue the book to any student.
- As a teacher, I want to enter the student id, book id and submit the info so that I can return the book issued by the student back to the library.
- As a teacher, I want to be able to search for any book's availability in the library so that I can inform the students about the availability of any book.

The student talks about each user story in depth.

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 As a teacher, I want to search for all the books issued by a particular student so that I can check for the books that were issued by the student.

Note: The student might have come up with more user stories.

Dissect each user story and ask the student to explain each of their user stories.

Let's say all the teachers of NPS have this app installed on their phones.

Now what will be the user flow of our app for a teacher in National Public School?

Teacher can fill in the gaps.

#### ESR:

- Any teacher who is free in a particular period can use the app to issue or return a book.
- Each book will have a unique id on it.
   Each student will also have a unique id.
- The teacher can enter this information (unique book id and student id) to issue the book to the student and store the information as an issued book.
- If the student has come up to return a

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|   | book, the teacher will enter the same information (unique book id and student   |
|---|---|
|   | id) to return the book back to the library.   |
|   | <ul> <li>The teacher can also<br/>search for a book by<br/>its id to check its<br/>availability in the<br/>library.</li> </ul>                      |
|   | <ul> <li>The teacher can also<br/>search for books<br/>issued by any one<br/>particular student.</li> </ul>   |
| Awesome. Based on our current understanding, the teacher can either issue/return (both ask for the same information) or search for any book or books issued by a student.  Can you quickly draw a wireframe of our application? Also, let's give our application a name - let's call it e-library.  Allow the student some time to draw the wireframe of the app. | The student draws the wireframe of the app.  The wireframe should have two different screens: Screen1: Issue/Return a book Screen2: Search for book |
| Give compliments to the student on the design of their wireframe.   |   |
| Our app has two screens. Do you remember what we did  | ESR: We switched between two  |

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last time when we had to move between the two screens?

screens by pressing a button.

How did we create the navigation?

ESR: We used the **SwitchNavigator**.

Guide the student to review the QuizBuzzer App where they created switch navigation from <u>Student Activity 1</u>.

Student opens the link from Student Activity 1

Student reviews the SwitchNavigator.

Can you explain how we created the Switch navigation in our app?

#### ESR:

- We created two screens - Buzzer
   Screen and main screen.
- In app.js we created a switch Navigator using create Switch Navigator. It contained two screens.
- We created an AppContainer component using createAppContaine r().
- We then used the AppContainer in our application.



```
import React, { Component } from 'react';
import { Text, View, StyleSheet, Button } from 'react-native';
import Constants from 'expo-constants';
import { createAppContainer, createSwitchNavigator} from 'react-navigation';
// You can import from local files
import MainScreen from './components/mainScreen';
import Buzzer from './components/buzzer';
// or any pure javascript modules available in npm
//import { Card } from 'react-native-paper';
export default class App extends Component {
  render() {
    return (
     <View style={{flex:1}}>
      <Appcontainer />
      </View>
var switchContainer = createSwitchNavigator({
 MainScreen: MainScreen,
  Buzzer:Buzzer
})
const Appcontainer = createAppContainer(switchContainer)
```

Great! Creating a Tab Navigator is exactly the same.

Let's start our app by creating a simple Tab Navigator which can help us switch between the two screens - issue/return and search.

Also, we will be completely coding on our local machine this time. Let's get started.

# **Teacher Stops Screen Share**

Now it's your turn. Please share your screen with me.

#### STUDENT-LED ACTIVITY - 25 mins

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- Ask the student to press the ESC key to come back to the panel.
- Guide the student to start Screen Share.
- The teacher gets into Fullscreen.

#### **ACTIVITY**

Build tab navigation to issue/return or search for a book

Teacher starts slideshow



: Slide 14 to Slide 15

Run the presentation slide 14 and 15 to set the student activity context.

## Teacher ends slideshow



Note:- This is the very beginning of the app, as we are starting the app from scratch we are not providing any boilerplate code for the same.

Let's start a new expo project.

Guide the student to start the new expo project.

The student uses the expoinit command to create a new expo project.

He/she chooses a blank template, gives a slug name to the app and waits for all the expo package installations to complete.

Note: Make sure that you are using the latest version of expo cli.



```
C:\Users\ADMIN>expo init e-library
    You are currently using expo-cli 4.4.3
Install expo-cli globally using the package manager of your choice;
 Choose a template: » - Use arrow-keys. Return to submit. ---- Managed workflow -----
    blank
                          a minimal app as clean as an empty canvas
                          same as blank but with TypeScript configuration
    blank (TypeScript)
                          several example screens and tabs using react-navigation and TypeScript
    tabs (TypeScript)
         - Bare workflow
                          bare and minimal, just the essentials to get you started
    minimal
    minimal (TypeScript) same as minimal but with TypeScript configuration
C:\Users\ADMIN>expo init e-library
    There is a new version of expo-cli available (4.6.0)
    You are currently using expo-cli 4.4.3
    Install expo-cli globally using the package manager of your choice:
    for example: `npm install -g expo-cli` to get the latest
  Choose a template: » blank
                                                   a minimal app as clean as an empty canvas
  Downloaded and extracted project files.
  Using npm to install packages.
  Installing JavaScript dependencies.
```

This app will be a blank project. Let's create a screens folder in our app directory called - screens.

Let's create two files **Search.js** and **Transaction.js** inside the screens folder.

Inside these files let's create two components called **SearchScreen** and **TransactionScreen** and remember to import all the necessary packages to create the component.

Also, remember to export the component so that we can use it in another screen.

The student creates two screen components - SearchScreen and TransactionScreen in separate js files and exports them.



```
screens > JS Search.js > ...
      import React, { Component } from "react";
      import { View, Text, StyleSheet } from "react-native";
      export default class SearchScreen extends Component {
        render() {
          return (
            <View style={styles.container}>
              <Text style={styles.text}>Search Screen</Text>
            </View>
 13
      const styles = StyleSheet.create({
        container: {
          flex: 1,
          justifyContent: "center",
          alignItems: "center",
          backgroundColor: "#5653D4"
        text: {
          color: "#ffff",
          fontSize: 30
      });
```

```
screens > JS Transaction.js > ...
      import React, { Component } from "react";
      import { View, Text, StyleSheet } from "react-native";
      export default class TransactionScreen extends Component {
        render() {
             <View style={styles.container}>
               <Text style={styles.text}>Transaction Screen</Text>
             </View>
 11
 13
      const styles = StyleSheet.create({
           flex: 1,
           justifyContent: "center",
          alignItems: "center",
          backgroundColor: "#5653D4"
        text: {
          color: "#ffff",
           fontSize: 30
        }
      });
```

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Let's install the Bottom Tab navigator to our app.

If you are using npm to install the packages, use **npm install @react-navigation/bottom-tabs** command.

Or if you are using yarn to install packages, use yarn add @react-navigation/bottom-tabs

And also install bottom tab navigation peer dependencies **npm install react-native-screens** and **npm install react-native-gesture-handler**. Plus, install react navigation to create a navigation container using **npm install @react-navigation/native**.

Now let's create a new file called BottomTabNavigator.js file.

We'll create a folder called components and inside that folder we'll create the BottomTabNavigator.js file.

Let's import both the screens and all the necessary react, react-native packages.

Also, import {NavigationContainer} from '@react-navigation/native' package and import {createBottomTabNavigator} from '@react-navigation/bottom-tabs'.
createBottomTabNavigator will help us create the bottom tab navigator.

The student imports the packages in the BottomTabNavigator.js file.

```
components > Js BottomTabNavigator.js > ...
    import React, { Component } from "react";
    import { NavigationContainer } from "@react-navigation/native";
    import { createBottomTabNavigator } from "@react-navigation/bottom-tabs";
    import TransactionScreen from "../screens/Transaction";
    import SearchScreen from "../screens/Search";
}
```

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Here we'll create a Navigation container and inside it we'll create a tab navigator where we'll add the screens which we created.

The student creates the Tab navigator component and passes the screens inside it.

First we'll create a variable called Tab.

Inside this we'll call the createBottomTabNavigator function.

In the return function we'll create the Navigation container.

Inside the container we'll add the Tab.Navigator component.

Inside this component we'll add both the screens that we created earlier.

We have our BottomTabNavigator ready now. Now we just need to pass the BottomTabNavigator in the App.js file as the App.js file acts as the main entry point for our app. The student imports the BottomTabNavigator and then passes it in the return function.

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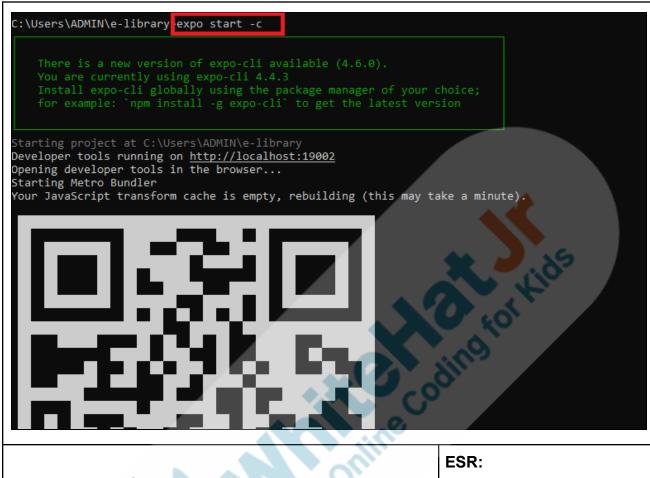
So we'll just import the BottomTabNavigator in the App.js file and then pass this component in the return function.

```
JS App.js > ...
    import React, { Component } from "react";
    import BottomTabNavigator from "./components/BottomTabNavigator";
    a export default class App extends Component {
        render() {
            return <BottomTabNavigator />;
        }
        }
    }
}
```

Awesome job! Let's try to run the code. Use **expo start** to run the code.

The student runs the code using expo start and checks the output on their phone by scanning the QR code.





What do you see?

I see two tabs which can be tapped to switch between the two screens.





## Amazing!

React Navigation has more documentation about how to use Tab Navigation. You can take a look at it in <u>Student Activity 2</u> and <u>Student Activity 3</u>.

For example: You can also experiment with **createMaterialTopTabnavigator** and

The student experiments with createMaterialTopTabnavig ator and createMaterialBottomTabN avigator to check the change in output.

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| createMaterialBottomTabNavigator in place of |
|--|
| createBottomTabNavigator.                    |

# **Teacher Guides Student to Stop Screen Share**

#### **WRAP-UP SESSION - 5 Mins**

# Teacher starts slideshow



# from slide 16 to slide 26

| Activity details                                | Solution/Guidelines     |
|---|-------------------------|
| Run the presentation from slide 16 to slide 26  | ids                     |
| Following are the warm up session deliverables: |                         |
| Explain the facts and trivias                   | Guide the student to    |
| Next class challenge                            | develop the project and |
| Project for the day                             | share with us.          |
| Additional Activity                             |                         |

# Quiz time - Click on in-class quiz

| Question  | Answer |
|---|--------|
| createBottomTabNavigator is present in which library?  A. react-native  B. react-navigation  C. react-navigation-tabs  D. react                                   | C      |
| What does command expo start do?  | C      |
| A. expo start creates new app B. expo start creates a play store ready app C. expo start runs the app on localhost server D. expo start installs the node modules |        |



# A good User Story: D A. helps developers think clearly about what an app will do. B. is a small, independently contained feature in an app which fulfills a user's need. C. can be changed or rewritten right up until the development stage. D. works as a skeleton of an app to clearly understand the structure of the app. **End the quiz panel** ESR: Varied. Can you see how built-in components help us add features in our app very quickly? React-Navigation is a built-in package which most developers use when they build navigation in their apps. ESR: Varied. How are you feeling after the class? In the next classes, we will learn to scan the QR-Code and display the data inside the Text input. **FEEDBACK** Guide the student to explore more tab navigation documentation and look at other features available. **Student Action Teacher Action** You get the Hats off for your excellent work! Make sure you have given at least 2 Hats off during the class for: Creatively Solved Activities





\* This Project will take only 30 mins to complete. Motivate students to try and finish it immediately after the class. Project Overview

Students engage with the teacher over the project.

#### **E-RIDER STAGE 1**

#### Goal of the Project:

In Class 68 you started working on a new case study - a wireless library app. You used bottom navigation to navigate between the search screen and the issue/return screen. In this project, you have to build bottom navigation for an e-rider App, which lets the user navigate between two screens—Rent a Ride & Ride History.

#### Story:

People are becoming health conscious and looking out for better and affordable options to exercise outdoors. Your friend Vihaan has thought of an idea to start giving bicycles on rent. He has approached you to make an app for the same.

I am very excited to see your project solution and I know you both will do really well.

Bye Bye!



#### Teacher ends slideshow



#### **Teacher Clicks**

× End Class

#### **ADDITIONAL ACTIVITIES**

#### **Additional Activities**

Encourage the student to write reflection notes in their reflection journal using markdown.

Use these as guiding questions:

- What happened today?
  - Describe what happened
  - Code I wrote
- How did I feel after the class?
- What have I learned about programming and developing games?
- What aspects of the class helped me?
- What did I find difficult?

The student uses the markdown editor to write her/his reflection as a reflection journal.

| Activity           | Activity Name                                | Links  |
|--------------------|--|--|
| Student Activity 1 | Buzzer App                                   | https://snack.expo.io/@jadh/buzzer-<br>app                         |
| Student Activity 2 | Material Bottom Tab Navigation Documentation | https://reactnavigation.org/docs/mat<br>erial-bottom-tab-navigator |
| Student Activity 3 | Material Top Tab  Navigation Documentation   | https://reactnavigation.org/docs/mat<br>erial-top-tab-navigator/   |
| Teacher Activity   | Solution Reference Code                      | https://github.com/whitehatjr/e-librar<br>y-PRO-C68                |
| Teacher Reference  | Visual aid link                              | https://curriculum.whitehatjr.com/Vis                              |

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| visual aid link                    |                | ual+Project+Asset/PRO_VD/BJFC-PRO-V3-C68-withcues.html  |
|------------------------------------|----------------|---|
| Teacher Reference<br>In-class quiz | In-class quiz  | https://s3-whjr-curriculum-uploads.w<br>hjr.online/ece113a5-866b-4fd3-830f-<br>b24273b187db.pdf |
| Project solution                   | E-Ride Stage-1 | https://github.com/whitehatjr/PRO-C<br>68-PROJECT   |

