WhiteHat Jr
Live Online Coding for Kids
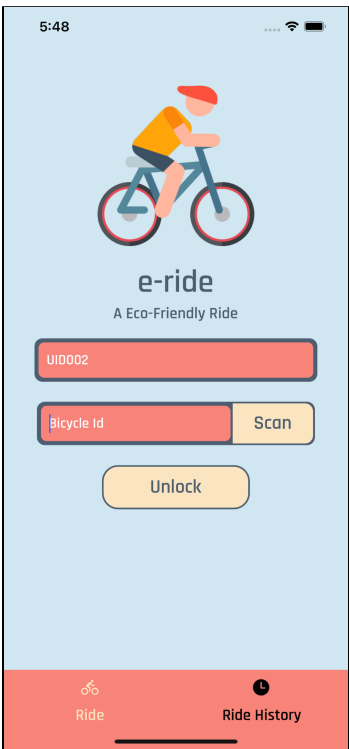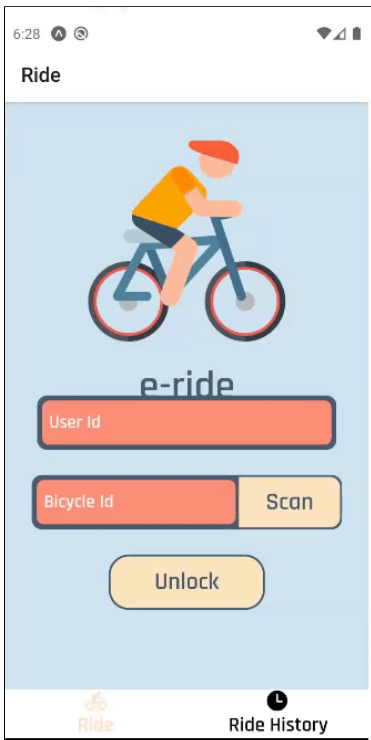
INSTRUCTIONS:

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Goal of the Project:

In class 72, you explored scenarios where typing the book ID and student ID would be important. Hence, you changed the text box editable. In this project, we will practice concepts of populating text inputs and the use of ToastAndoid to display alerts in your application.

* This is a continuation of Project-68, 69, 70 & 71; make sure you have completed and submitted those before attempting this one.

Story:

The database structure you created in the last project is impressive. Your friend Vihaan is very excited to see how you will map the user ID with the bicycle. Also, make changes to the unlock button so that the same user can only get a cycle once they have returned the previous one.

Project Template Output	Project Expected Output

Getting Started:

1. Use the template on **GitHub**, by downloading from this link.
2. **Unzip** the downloaded zip folder.
3. Rename the unzipped folder as **Project 72.**
4. Open command prompt:
   a. For Windows OS, type **cmd** in the Run box.
   b. For macOS, type **Terminal** in the search bar.
5. Type **cd Project 72** (you have to give the full path in your computer).
6. Type **npm install**.
7. Open the project folder in **VS Code**.
8. Run the code by typing **expo start** in **command prompt/Terminal.**
9. Start editing your code in **Ride.js**.

Specific Tasks to complete the Project:

Tasks to be done	Code Blocks
Step 1 In **Ride.js,** uncomment the correct block of code to use **ToastAndroid** to display message when bike is rented successfully.	```{/* show('You have rented the bike for next 1 hour. Enjoy your ride!!', ToastAndroid.SHORT);*/} {/* ToastAndroid.show('You have rented the bike for next 1 hour. Enjoy your ride!!', ToastAndroid);*/} {/* ToastAndroid.show('You have rented the bike for next 1 hour. Enjoy your ride!!', SHORT);*/} {/* ToastAndroid.show('You have rented the bike for next 1 hour. Enjoy your ride!!', ToastAndroid.SHORT);*/}```

Step 2

In **Ride.js,** uncomment the correct block of code to make the **TextInput** editable for accepting the **UserID** by adding **changeTextInput** prop.

```
//onChangeText={() => this.setState({ userId: text })}
//onChangeText={this.setState({ userId: text })}
//onChangeText={(text) => this.setState({ userId: text })}
//onChangeText={(text) => ({ userId: text })}
```

Step 3

Make sure the project works before you submit it.

Submitting the Project:

1. Create a new repository named **"Project 72".**
2. **Upload** your completed project to your **GitHub** account (do not upload the folder **node_modules**).
3. Copy and paste the link to the **GitHub** repository on the **Student Dashboard > Projects panel** against the correct Class Number.

REMEMBER... Try your best, that's more important than being correct.
After submitting your project your teacher will send you feedback on your work.

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