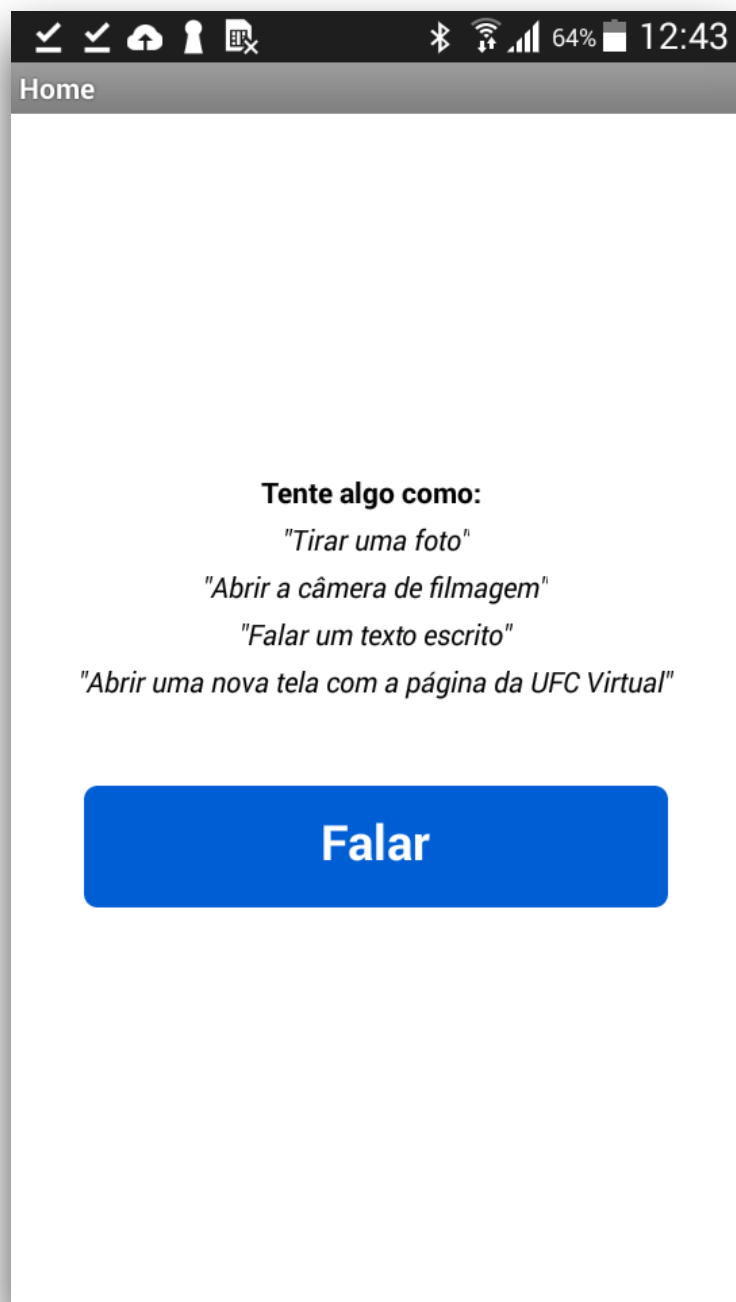
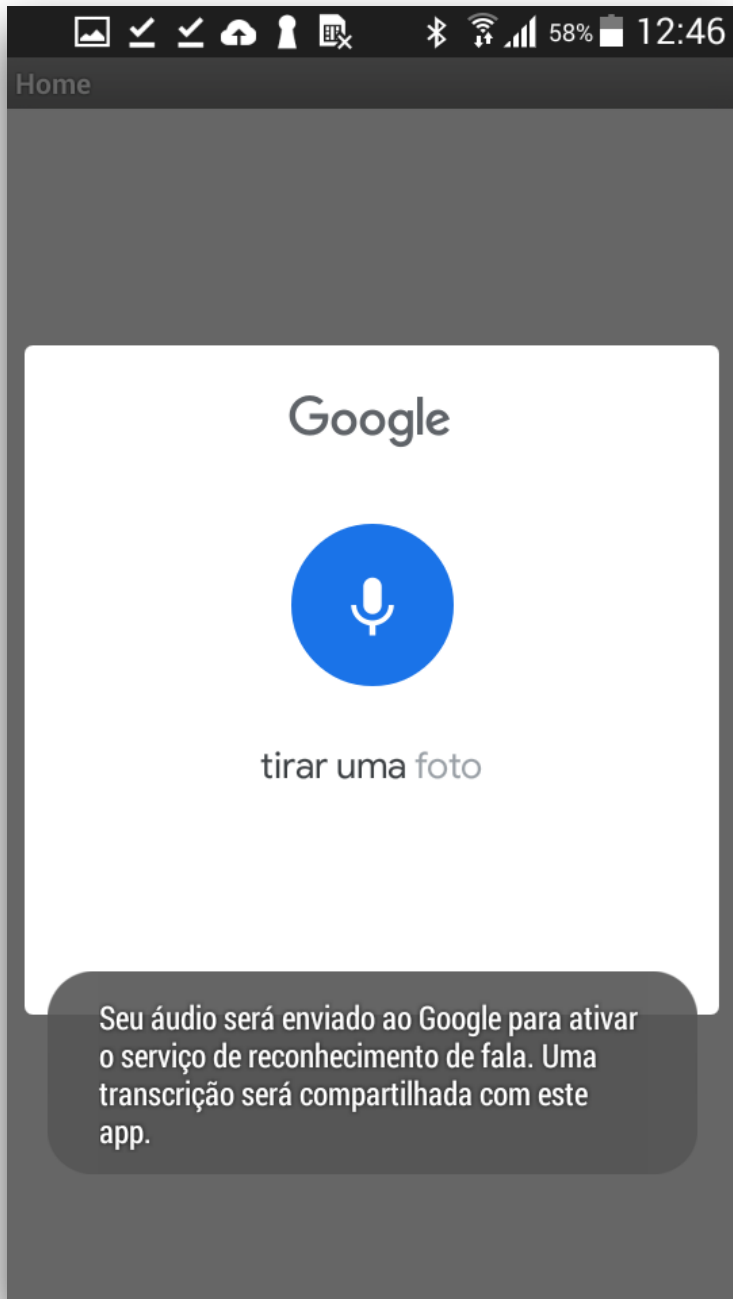
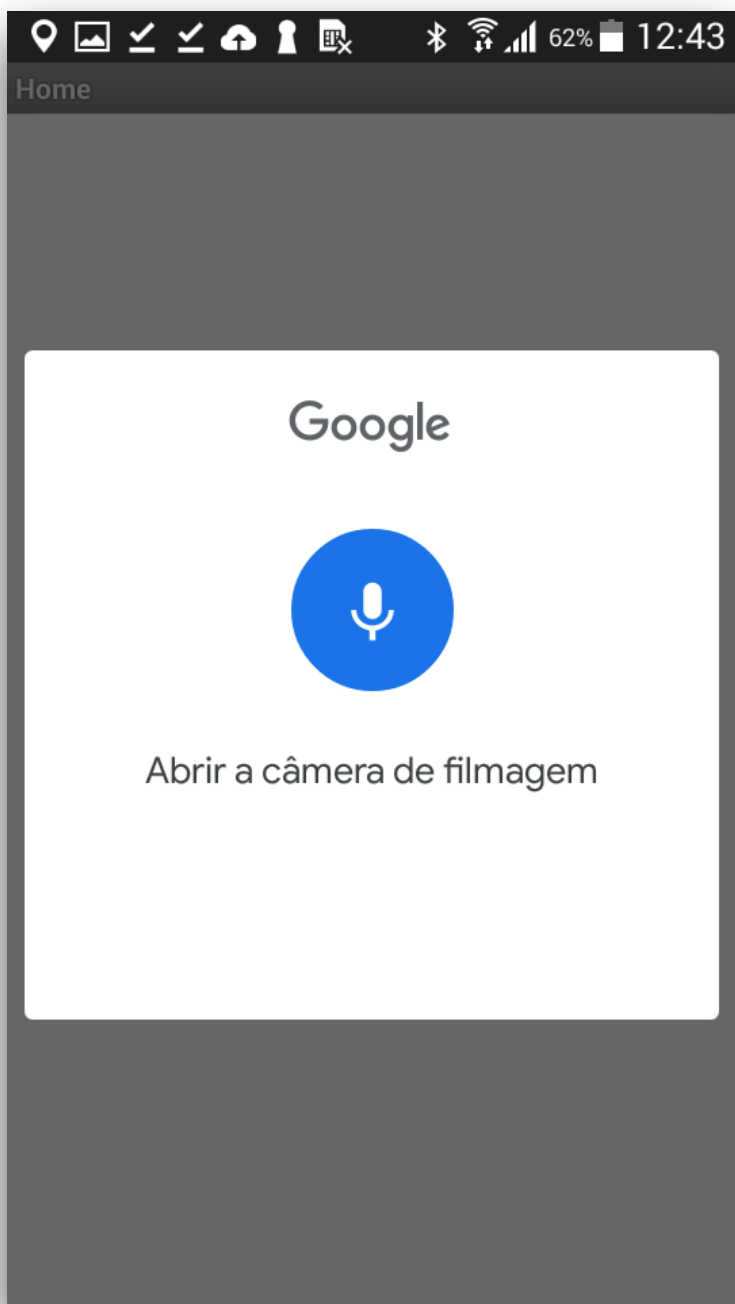


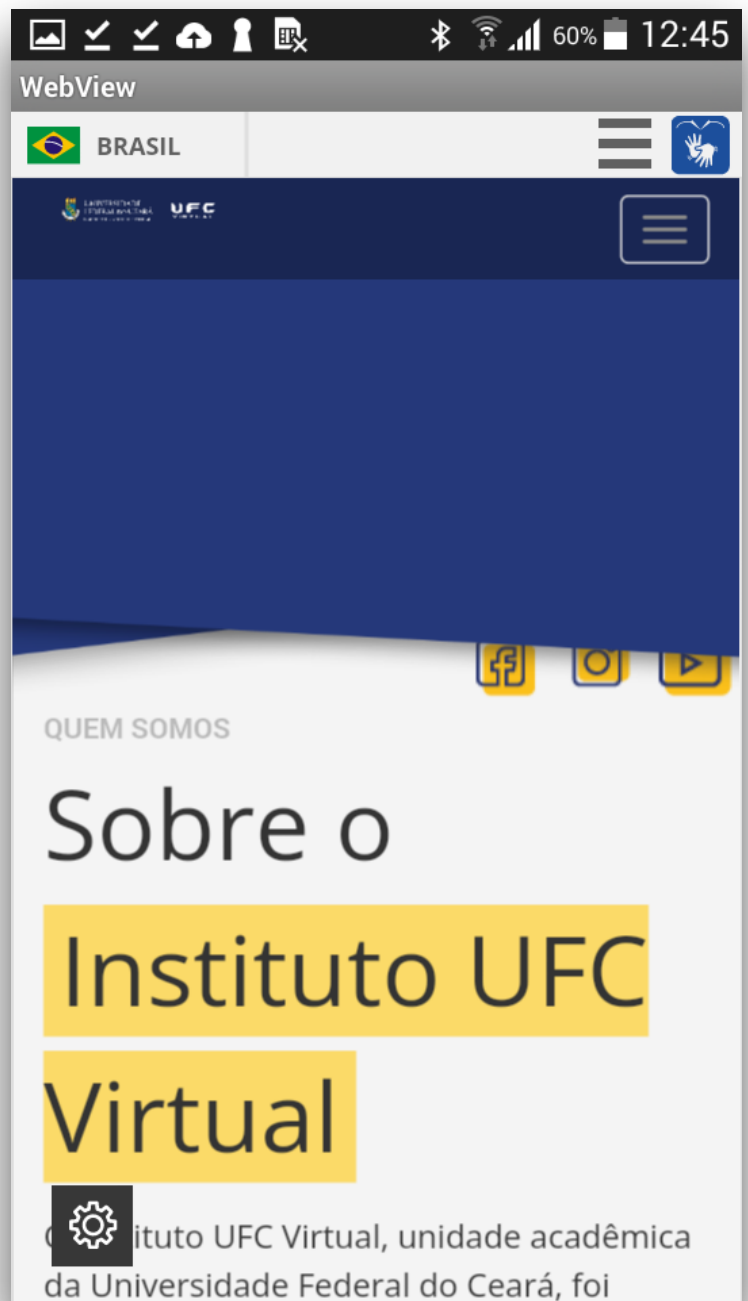
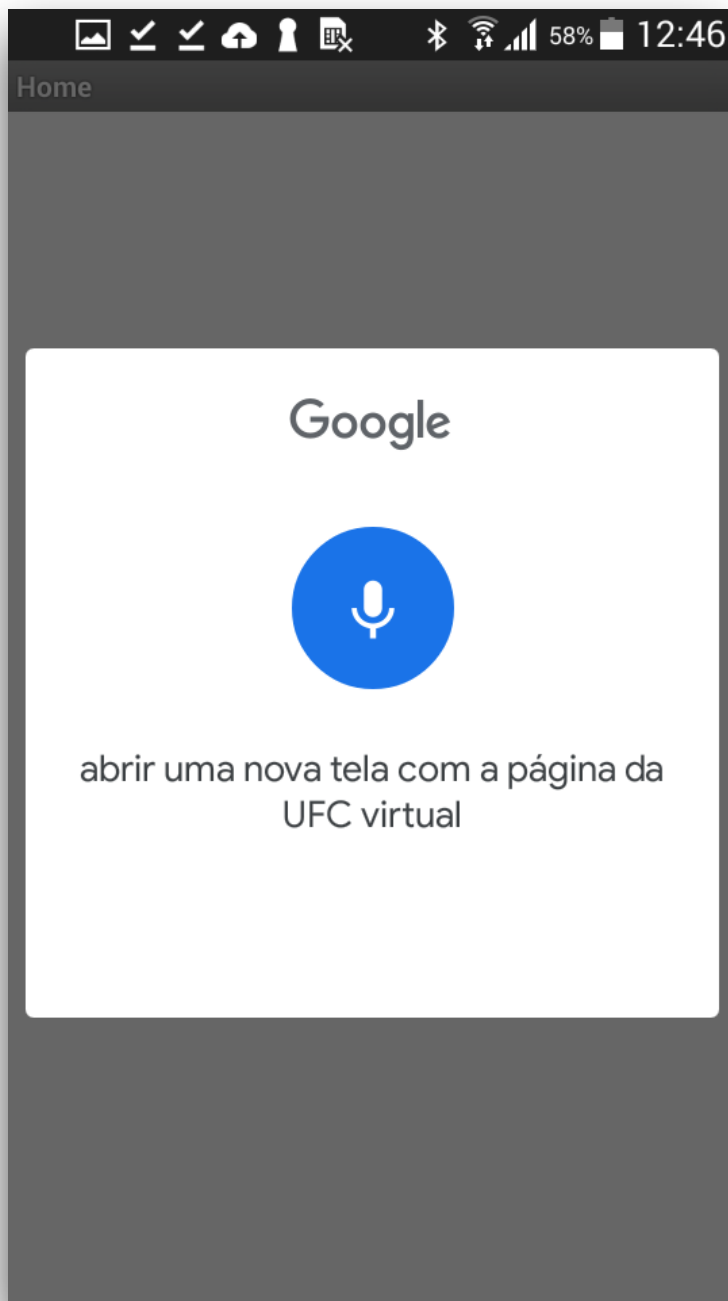
Trabalho de Programação Para Dispositivos Móveis - App Inventor
José Douglas Gondim Soares, 485347











UFCApp Screen1 Add Screen ... Remove Screen Publish to Gallery Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Dictionaries
 - Colors
 - Variables
 - Procedures
- Screen1
 - VerticalArrangement1
 - Label1
 - Label2
 - Label3
 - Label4
 - Label5

Rename Delete

Media

Upload File ...

Viewer

```
when TalkButton.Click
do call SpeechRecognizer1.GetText

when SpeechRecognizer1.AfterGettingText
do result partial
  set TalkLabel.Text to join SpeechRecognizer1.Result
  if SpeechRecognizer1.Result == "tirar uma foto"
  then call Camera1.TakePicture
  else if SpeechRecognizer1.Result == "Abrir a câmera de filmagem"
  then call Camcorder1.RecordVideo
  else if SpeechRecognizer1.Result == "falar um texto escrito"
  then open another screen screenName Text
  else if SpeechRecognizer1.Result == "abrir uma nova tela com a página da UFC virtual"
  then open another screen screenName WebView

when AccelerometerSensor1.Shaking
do open another screen screenName WebView
```

Show Warnings

UFCApp Text Add Screen ... Remove Screen Publish to Gallery Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Dictionaries
 - Colors
 - Variables
 - Procedures
- Text
 - VerticalArrangement1
 - InputTextBox
 - PlayButton
 - TextToSpeech1
- Any component

Rename Delete

Media

Upload File ...

Viewer

```
when PlayButton.Click
do call TextToSpeech1.Speak
  message InputTextBox.Text

when Text.BackPressed
do open another screen screenName Screen1
```

Show Warnings

